



Gary Gygax Q&A, Part IX

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Tuzenbach

Saturday, 26th March, 2005, 07:33 PM

Gary Gygax Q&A, Part IX

Continued from here:

<http://www.enworld.org/showthread.php?t=121380>

Gary,

In 1E, Assassins could use shields while Thieves could not. Given the crossover of Thief abilities to the Assassin class (climb walls, hide in shadows, move silently, etc.), what was your justification for this allowance? Also, I always found this discrepancy a bit odd for all those Assassins wishing to remain "anonymous" or incognito. "Hmmm. He's got leather armour, any weapon of his choice, and a shield. He's not a Ranger, he's an Assassin!":uhoh: :]

Felikeries

Saturday, 26th March, 2005, 07:40 PM

Good refrence question,sure it's true that skills etc are inter twined for the powers of being an assasin and a sneaky theif,but the answers the DM has for their direct application may vary by just a touch,so that the spread for the skills are now a varied element,so the rationalizaion for a good game is still there....thus when sheilds are used,any class with sword etc etchnique can make a generic claim but not disflavour the totall style of a class....is what i think

Tuzenbach

Sunday, 27th March, 2005, 02:54 AM

I shall bump this new Gary thread until Gary sees it. That is all.....

Tuzenbach

Sunday, 27th March, 2005, 07:58 PM

It's.....

BOZ

Monday, 28th March, 2005, 06:59 AM

do we need two of these threads at once? :uhoh:

Joseph Elric Smith

Monday, 28th March, 2005, 11:44 AM

did they forget to lock the old one when they started a new one?
Ken

Zudrak

Monday, 28th March, 2005, 03:32 PM

Bunny Hop

Gary,

It must be my week to spy things about Lake Geneva.

I was checking the Weather Channel last night for this week's forecast. They had a segment on about the Lake Geneva Bunny Hop. Were you in that long line of Easter bunnies? :)

Zudrak

Tuzenbach

Monday, 28th March, 2005, 09:08 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

did they forget to lock the old one when they started a new one?
Ken

Ah, you know what? It's my fault. I just assumed (and you know what happens when we do that, eh?) that Part VIII gets continued to Part IX if the former reaches 10 or more pages. I suppose I could have jumped the gun on that one. Just trying to be efficient. Sorry for the confusion everyone.:heh:

Henry

Monday, 28th March, 2005, 09:26 PM

Since the thread's already started, we'll leave this one as current, but technically a thread doesn't have to stop at ten pages any more - it was a courtesy for server response time left over from about three years ago.

Tuzenbach

Monday, 28th March, 2005, 09:32 PM

Quote:

*Originally Posted by **Henry***

Since the thread's already started, we'll leave this one as current, but technically a thread doesn't have to stop at ten pages any more - it was a courtesy for server response time left over from about three years ago.

You mean, we don't have to keep making new Gary Q&A threads after 10 or so pages?

Henry

Monday, 28th March, 2005, 10:01 PM

You ever notice how long Piratecat's Story hour is? :D

BOZ

Monday, 28th March, 2005, 10:05 PM

nope, but now that the other one was moved to the Archives, we might as well continue here. :D

Col_Pladoh

Tuesday, 29th March, 2005, 03:16 PM

Quote:

*Originally Posted by **Tuzenbach***

Continued from here:

<http://www.enworld.org/showthread.php?t=121380>

Gary,

In 1E, Assassins could use shields while Thieves could not. Given the crossover of Thief abilities to the Assassin class (climb walls, hide in shadows, move silently, etc.), what was your justification for this allowance? Also, I always found this discrepancy a bit odd for all those Assassins wishing to remain "anonymous" or incognito. "Hmmm. He's got leather armour, any weapon of his choice, and a shield. He's not a Ranger, he's an Assassin!":uhoh: :]

Speaking of metagaming....what PC will deduce that an assassin is that because of his equipment? Now on to something meaningful :\

Of course an assassin could not perform thief activities when equipped with a shield, but otherwise in regards their assassinations the shield is not going to prevent success.

Finally, do keep in mind that most of the strictures regarding classes was to make them separate and unique, each a distinct choice that had advantages and drawbacks for a game.

Cheers,
Gary

Col_Pladoh

Tuesday, 29th March, 2005, 03:19 PM

Quote:

*Originally Posted by **Zudrak***

Gary,

It must be my week to spy things about Lake Geneva.

I was checking the Weather Channel last night for this week's forecast. They had a segment on about the Lake Geneva Bunny Hop. Were you in that long line of Easter bunnies? :)

Zudrak

Heh...

Not bloody likely. I don't mind having fun, but the activity engaged in was pure foolishness in my estimation :mad: At least the crowd was in the grand tradition of the tourists that plague this town each year.

Cheers,
Gary

MrFilthylke

Tuesday, 29th March, 2005, 03:27 PM

Quote:

*Originally Posted by **Col_Pladoh***

Not bloody likely. I don't mind having fun, but the activity engaged in was pure foolishness in my estimation :mad: At least the crowd was in the grand tradition of the tourists that plague this town each year.

I can understand that, now that I'm moving back to **Orlando**. :eek:

Col_Pladoh

Tuesday, 29th March, 2005, 03:33 PM

Speaking of tourists...

Frank Mentzer came by yesterday, and we had several hours to sit on the front porch here--the weather being great--and chew the fat. Speaking of chewing, this morning I am devouring excellent bakery goodies Frank was kind enough to bring here from the Baker's House in Minoqua, or maybe they were from his new Baker's House store in Wausau :D

Frank mentioned that I needed to get busy and get more modules out, would I care to co-create with him? He was not pleased when I told him my creative energy is not great, so new material is going to be scarce. He then asked if there was any of my old adventure material available. As it turned out there is a DMG tournament module I created back in c. 1974, ran around 1976 or 1977 at the DMG con all by myself for groups of 20 gamers per team, 100 total in the tournament.

We are considering Frank fleshing it out for publication as a generic or perhaps a C&C game system adventure. It is mainly an outdoor expedition and has eight full-page maps.

Cheers,
Gary

Col_Pladoh

Tuesday, 29th March, 2005, 03:41 PM

A query on the old thread asked about what TSR modules I played other than my own. the answer is very few indeed. The reason is simple. I had a lot of work to do at the office, then see to running play-tests, or play-test new games, and then get in some gaming for fun. At the same time I had a family of five children to tend to now and again...

Cheers,
Gary

Henry

Tuesday, 29th March, 2005, 03:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

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We are considering Frank fleshing it out for publication as a generic or perhaps a C&C game system adventure. It is mainly an outdoor expedition and has eight full-page maps.

*Cheers,
Gary*

My personal recommendation to Frank is to do it as C&C, for two reasons:

- 1) C&C is a currently supported game with a, *ahem* HUGE campaign setting that needs more support, and
- 2) It's easy to port from your OD&D stats, and I have this suspicion the Troll Crew would salivate greatly to work with him. :)

Zudrak

Tuesday, 29th March, 2005, 04:50 PM

Quote:

*Originally Posted by **Henry***

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-

Well, I've done it once -- I'll do it again. I second Henry's thoughts. :D

It's a good thing Frank Mentzer did not visit you on Easter Sunday. You two would have been given misdemeanors for flinging pastries at Bunny Hoppers. LOL

Gentlegamer

Tuesday, 29th March, 2005, 05:15 PM

Quote:

Originally Posted by **Col_Pladoh**

Speaking of tourists...

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We are considering Frank fleshing it out for publication as a generic or perhaps a C&C game system adventure. It is mainly an outdoor expedition and has eight full-page maps.

*Cheers,
Gary*

That would be terrific! Let's get the Gyax/Mentzer axis of adventure design back in business!

C&C would be the perfect system for it as it would take the least work in translation of game statistics and tone.

dcas

Tuesday, 29th March, 2005, 06:10 PM

Quote:

*Originally Posted by Col_Pladoh**Frank mentioned that I needed to get busy and get more modules out*

That's funny -- exactly the same thing I was thinking about him! ;)

Jyrdan Fairblade

Tuesday, 29th March, 2005, 06:10 PM

Good afternoon, evening, or morning Mr. Gygax,

First, let me thank you for the decades of enjoyment that D&D has given me, in addition to a love of literature and imagination. I'm very much looking forward to the publication of the Yggsburgh series, as well as switching to C&C from our current D&D 3e campaign, to getting back to a closer vision of the game as it was when we first started gaming in the mid-80s.

Second, the actual question; what is your concept of the paladin's code? That seems to have been a particularly vexing problem in many campaigns, with paladin's slaughtering baby orcs, or alternately raising orcish children as their own, attacking thieves for the slightest infraction, or being guilty of enormous hubris and arrogance (Which goes against the high charisma required for the class).

Col_Pladoh

Tuesday, 29th March, 2005, 06:25 PM

Quote:

*Originally Posted by dcas**That's funny -- exactly the same thing I was thinking about him! ;)*

Well...

Frank can speak for himself, but from my perspective it seems as if his real life affairs take up the vast majority of his time, so not much writing is likely to come from his pen. He is talking about putting his lone-rinning campaign on paper though :cool:

Cheers,
Gary

Col_Pladoh

Tuesday, 29th March, 2005, 06:30 PM

Quote:

*Originally Posted by Jyrdan Fairblade**Good afternoon, evening, or morning Mr. Gygax,**First, let me thank you for the decades of enjoyment that D&D has given me, in addition to a love of literature and imagination. I'm very much looking forward to the publication of the Yggsburgh series, as well as switching to C&C from our current D&D 3e campaign, to getting back to a closer vision of the game as it was when we first started gaming in the mid-80s.*

What can I reply other than to say, it was my pleasure?

Quote:

Second, the actual question; what is your concept of the paladin's code? That seems to have been a particularly vexing problem in many campaigns, with paladin's slaughtering baby orcs, or alternately raising orcish children as their own, attacking thieves for the slightest infraction, or being guilty of enormous hubris and arrogance (Which goes against the high charisma required for the class).

that sounds about right. The paladin is modeled on the medieval paladins of Charlemagne, and they were surely a conflicted lot. What is and isn't chivalrous and honorable is up to the DM, but slaughtering baby orcs isn't likely to fall into either class. Slaughtering adult orcs converted to Lawful Good is likely acceptable, as it sends them on to a better reward, prevents them from backsliding to evil ways.

Cheers,
Gary

Gentlegamer

Tuesday, 29th March, 2005, 06:48 PM

I'm sure this question has been addressed in the many hundreds of posts of this ongoing Q&A:

Will the key for CASTLE ZAGYG include where to place DUNGEONLAND, LAND BEYOND THE MAGIC MIRROR, and ISLE OF THE APE?

NewJeffCT

Tuesday, 29th March, 2005, 07:04 PM

Quote:

*Originally Posted by **Col_Pladoh***

What can I reply other than to say, it was my pleasure?

that sounds about right. The paladin is modeled on the medieval paladins of Charlemagne, and they were surely a conflicted lot. What is and isn't chivalrous and honorable is up to the DM, but slaughtering baby orcs isn't likely to fall into either class. Slaughtering adult orcs converted to Lawful Good is likely acceptable, as it sends them on to a better reward, prevents them from backsliding to evil ways.

*Cheers,
Gary*

First - thanks to you and everybody else involved with D&D for the last 30 years for giving me thousands of hours of entertainment since the late 70s.

To take the paladin thing a bit further, we had a lengthy thread on here a few months back about whether paladins should be chaste/celibate, as in they do not engage in any sexual activity at all. I had started the thread because I was wondering why so many DMs seem to require paladins to be basically sexless when the various Player's Handbooks dating back to 1st Edition do not technically require it.

When you DM somebody playing a paladin, is this an unwritten part of your paladin code?

I will say that sex/love is not something that comes up every session in our games, but I was thinking about it a while back when a paladin PC of mine basically stood guard while the rest of the group was visiting our game's equivalent of the Castle Anthrax... And, I am also not saying that the paladin would be wildly promiscuous like a medieval era Wilt Chamberlin, but I could see a paladin in a committed monogamous relationship with a follower of the same deity.

MrFilthyIke

Tuesday, 29th March, 2005, 07:37 PM

Quote:

*Originally Posted by **Col_Pladoh***

Speaking of tourists...

Frank Mentzer came by yesterday....Speaking of chewing, this morning I am devouring excellent bakery goodies Frank was kind enough to bring here from the Baker's House in Minoqua, or maybe they were from his new Baker's House store in Wausau :D

Glad my tourist comment brought out that tidbit. I owe my getting into D&D more to Mr Mentzer's famous red box than any other book. Had that not been available to me, I mighta given up on trying to figure out D&D on my own.

Hope we see many more Gygax and Mentzer titled goodies, it keeps the frothing horde going. :)

Akrasia

Tuesday, 29th March, 2005, 07:44 PM

Quote:

*Originally Posted by **Henry***

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 - 2) It's easy to port from your OD&D stats, and I have this suspicion the Troll Crew would salivate greatly to work with him. :)*
-

Good grief, I could not agree more! :cool:

Akrasia

Tuesday, 29th March, 2005, 07:46 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well...

Frank can speak for himself, but from my perspective it seems as if his real life affairs take up the vast majority of his time, so not much writing is likely to come from his pen. He is talking about putting his lone-rinning campaign on paper though :cool:

*Cheers,
Gary*

I would love to see a published version of Frank Mentzer's campaign!

dcas

Tuesday, 29th March, 2005, 08:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well...

Frank can speak for himself, but from my perspective it seems as if his real life affairs take up the vast majority of his time, so not much writing is likely to come from his pen.

But of course. I was just hoping to see "The Dwarven Quest for the Rod of Seven Parts" in print some day. :cool:

ScottyG

Wednesday, 30th March, 2005, 12:50 AM

Another adventure from the author/editor team responsible for The Keep on the Borderlands, and The Temple of Elemental Evil is good news indeed. If you go the C&C route, perhaps you could work it into the Yggsburg wilderness area.

Have you resumed serious development of the upper ruins and dungeon levels? You know your little olde guard kobolds are just dying to be introduced to the gaming public.

Scott

Gray Mouser

Wednesday, 30th March, 2005, 06:08 AM

Quote:

*Originally Posted by **Col_Pladoh***

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We are considering Frank fleshing it out for publication as a generic or perhaps a C&C game system adventure. It is mainly an outdoor expedition and has eight full-page maps.

*Cheers,
Gary*

This sounds great, Colonel. I'm looking forward to seeing a collaboration in the (near) future between you gentlemen. BTW, I'd cast my vote for a C&C venture as it seems quite easy to convert to 1e AD&D :)

Gray Mouser

PS

20 gamers a team!?!? Hope they weren't running multiple PC's!

Gray Mouser

Wednesday, 30th March, 2005, 06:15 AM

Quote:

*Originally Posted by **ScottyG***

If you go the C&C route, perhaps you could work it into the Yggsburg wilderness area.

Now **this** sounds like a good idea!

Gray Mouser

Frank Mentzer

Wednesday, 30th March, 2005, 06:41 AM

Quote:

*Originally Posted by **ScottyG***

from the author/editor team responsible for The Keep on the Borderlands...

Neigh I say (horse from a day of gaming) and nay again. This earns the obvious placement in the orb of a swine, but I am moved (by my predilection to garrulous diversions no doubt) to clarify the matter.

I was spurned as a designer but nonetheless offered a staff position as a mere editor at TSR. I felt that the reasoning was less due to my minimal editing credits than to the feel for the essence of the game that I displayed during a long-distance telephone interview (with Mssrs. Schick and Johnson) in late 1979.

'twas thus 1980, and I was newly arrived in the legendary Lake Geneva. Tho not unwise in the ways of polite society, my position was still tenuous indeed in the service of the eminent publisher. I was not schooled in the behind-the-scenes behavior of the Great Ones, and my naivete hung o'er my desk in great invisible clouds seen only by those who had been flailed into paranoia and caution by the iron whim of certain local authors.

The introductory adventure "In Search of the Unknown" was contained within each and every D&D set, but this august work was slated for replacement by an a broader one containing a base of operations, with adventure potential oozing from every nearby cave. This Gygaxian endeavor, the aforementioned "Keep on the Borderlands", did arrive on my 'humble editor's desk by mere chance -- perhaps no other dared to risk the thunderous voice and furrowed brow of the company's near-mythic President, should errors be made -- and I was strictly admonished to correct blatant spelling errors only, with no development or rewriting allowed. And that I did, adequately I trust, but in the course of this simple task one glaring omission became obvious; the Keep contained multiple clerics but no chapel for their work. After considering the matter, especially the hectic schedule being kept by the Boss during this turbulent era, I took it upon myself to write up a suggested Chapel (if one must point out problems a solution should be included, if only as a shield usable in self-defense) and sent it over via interoffice mail.

When my actions were revealed to my comrades, they started making preparations for a farewell party, sure that I would be fricasseed by my temerity. It startled everyone that Gary's prompt response was so placid -- "Yup, I left that out, this is fine, run it" -- and thereafter I was treated with an extra milligram (no more) of respect, just for surviving the affair.

Although I later veered to the true border of dismissal when I failed to notice a major error in the Dungeon! boardgame reprint, I weathered that too, and Gary and I became acquaintances and eventually friends. I even work still at the same desk as when I edited KotB, a clunky old oaken thing upon which Gary first labored to type the manuscript for the first Dungeons & Dragons game.

But don't credit me for any part of the creation of "Keep on the Borderlands" -- at least, nothing but one small Chapel tucked away amidst the vast array of sites and challenges therein, and a routine bit of spellchecking that is nowadays easily performed by the least of computer chips.

FM

gideon_thorne

Wednesday, 30th March, 2005, 07:26 AM

True genius need not pretend to humility. And that goes for the pair of you. :)

Quote:

Originally Posted by **Frank Mentzer**

I was spurned as a designer but nonetheless offered a staff position as a mere editor at TSR. I felt that the reasoning was less due to my minimal editing credits than to the feel for the essence of the game that I displayed during a long-distance telephone interview (with Mssrs. Schick and Johnson) in late 1979.

weasel fierce

Wednesday, 30th March, 2005, 07:36 AM

Frank, if you don't mind me asking (you answered a question or two for me, a while ago on Dragonsfoot), the literary inspiration that Gary had is rather well known (what with the list in the DMG and all), but what do you consider your main sources of inspiration, literature wise ?

To you, what /is/ D&D, withoutm of course, being D&D

Also, a practicality. In your basic D&D set, clerics are mentioned to be unable to cast reversed spells untill 4th level. Was this left simply to save space in the basic book ?

It does raise a question, as regards neutral clerics, as they must choose either normal, or revised. Is this choice done at 4th level, or from the start, or what did you imagine ? (if you remember, that is)

Cheers!

Frank Mentzer

Wednesday, 30th March, 2005, 04:33 PM

Quote:

Originally Posted by **weasel fierce**

*Frank, if you don't mind me asking (you answered a question or two for me, a while ago on Dragonsfoot), the literary inspiration...
Also, a practicality....*

I must demur, this being Gary's dais (albeit an oxymoronic living archive) and, anticipating the followup question, must also reluctantly concur with his earlier comment; I am quite busy these days on matters not involving Important Things (i.e. gaming), and cannot support a board of my own hereabouts. I do believe my bakery is, in its little way, just as revolutionary in concept as was D&D in its realm, but again this is not the place (the kernel's corn notwithstanding).

You are thus welcome to goad me over on Dragonsfoot, and I'll respond as soon as possible.

F

Gray Mouser

Wednesday, 30th March, 2005, 07:48 PM

Hey Colonel, I was just pondering the possible collaboration between you and Frank Mentzer and was wondering if there was a chance to possibly do the adventure as a double stated C&C/LA module (I know you've done LA/d20 stuff in the past).

just a thought.

Gray Mouser

Col_Pladoh

Wednesday, 30th March, 2005, 07:51 PM

Quote:

*Originally Posted by **Gentlegamer***

I'm sure this question has been addressed in the many hundreds of posts of this ongoing Q&A:

Will the key for CASTLE ZAGYG include where to place DUNGEONLAND, LAND BEYOND THE MAGIC MIRROR, and ISLE OF THE APE?

Not on your life!

Those are the copyrighted property of Wizards of the Coast. If a GM wishes to have a transporter located somewhere in the dungeon levels of *Castle Zagyg* that takes PCs to such adventure modules, that will be up to him.

Cheers,
Gary

Col_Pladoh

Wednesday, 30th March, 2005, 07:55 PM

Quote:

*Originally Posted by **NewJeffCT***

First - thanks to you and everybody else involved with D&D for the last 30 years for giving me thousands of hours of entertainment since the late 70s.

Welcome, of course.

Quote:

To take the paladin thing a bit further, we had a lengthy thread on here a few months back about whether paladins should be chaste/celibate, as in they do not engage in any sexual activity at all. I had started the thread because I was wondering why so many DMs seem to require paladins to be basically sexless when the various Player's Handbooks dating back to 1st Edition do not technically require it.

When you DM somebody playing a paladin, is this an unwritten part of your paladin code?

I will say that sex/love is not something that comes up every session in our games, but I was thinking about it a while back when a paladin PC of mine basically stood guard while the rest of the group was visiting our game's equivalent of the Castle Anthrax... And, I am also not saying that the paladin would be wildly promiscuous like a medieval era Wilt Chamberlin, but I could see a paladin in a committed monogamous relationship with a follower of the same deity.

Where on earth such a notion came from is quite beyond me...and beyond the pale. Paladins have no requirement of celibacy, and those of the troubador bent can be unchaste as well. How they fare with that is a matter of what deity they honor, of course.

Cheers,
Gary



Gary Gygax Q&A, Part IX

Printable View

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Col_Pladoh

Wednesday, 30th March, 2005, 07:59 PM

Quote:

*Originally Posted by **ScottyG***

Another adventure from the author/editor team responsible for The Keep on the Borderlands, and The Temple of Elemental Evil is good news indeed. If you go the C&C route, perhaps you could work it into the Yggsburg wilderness area.

Have you resumed serious development of the upper ruins and dungeon levels? You know your little olde guard kobolds are just dying to be introduced to the gaming public.

Scott

Noppers....

Although I am fairly busy with work related to publishing, I am still ducking that really demanding task.

As Rob hasn't been bugging me about it, is slow getting his humorous adventure anecdotes to me for the proposed book, I am led to believe he is not itching to get going either :uhoh:

cheers,
Gary

Col_Pladoh

Wednesday, 30th March, 2005, 08:02 PM

Quote:

*Originally Posted by **Gray Mouser***

BTW, I'd cast my vote for a C&C venture as it seems quite easy to convert to 1e AD&D :)

Heh...

What else can I say :lol:

The 20 players were each assigned a PC I had sketched out for the tournament.

Cheers,
Gary

Col_Pladoh

Wednesday, 30th March, 2005, 08:07 PM

Hey Frank!

Not a peep from you about the enthusiasm for the C&C game base for the 'Quest'?

Cheers,
Gary

Frank Mentzer

Wednesday, 30th March, 2005, 08:32 PM

peep

NewJeffCT

Wednesday, 30th March, 2005, 08:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

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*Cheers,
Gary*

I think it comes from a time a bit later than Charlemagne - possibly the Templar Knights of the Crusades that aspired to things like celibacy and devotion to God above all earthly pleasures, though it rarely held true in actual practice. (To quote Monty Python & The Holy Grail, "I am Sir Galahad, the Chaste")

I had mentioned it because I have been playing D&D for over 25 years now and in many different groups and that sort of ideal always seems to be the unwritten rule of paladinhood.

Col_Pladoh

Wednesday, 30th March, 2005, 09:01 PM

Quote:

*Originally Posted by **Frank Mentzer***

peep

One can only assume from that response that you are chicken...

:p
Gary

Col_Pladoh

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I had mentioned it because I have been playing D&D for over 25 years now and in many different groups and that sort of ideal always seems to be the unwritten rule of paladinhood.

Well that makes no sense for anyone to do, as the Templars were holy knights and warriors, not paladins.

As for anything serious based on Arthurian fairy tales, I scoff :mad:

Cheers,
Gary

Patryn of Elvenshae

Wednesday, 30th March, 2005, 09:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

One can only assume from that response that you are chicken...

:p
Gary

Or made of marshmallow ...

Gentlegamer

Wednesday, 30th March, 2005, 10:39 PM

Quote:

*Originally Posted by **Col_Pladoh***

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Cheers,
Gary

But surely they can slyly be alluded to?

oldschooler

Thursday, 31st March, 2005, 12:09 AM

I think what my buddy Gary is saying is: when it comes to ANYTHING owned by WotC (including, but not limited to D&D, AD&D & Greyhawk) he'd just rather not risk the threat of the legal backlashing constantly hanging over his dear head. As stated before (many times and on many different forums) any questions relating to such material are better aimed at WotC themselves. This is one of the reasons his current game (Legendary Adventure) spells legendary with a "j" instead of a "g".

Having said that, Gary: Is there any part of AD&D that you wrote (i.e. in the original Monster Manual, Players Handbook or Dungeon Masters

Guide) but would'nt actually use in a game run by yourself?

I know from previous posts that you don't use Weapon Speed, Weapon vs. Armor Class and Psionics. But what about stuff like age affecting abilities, or whatever? Do you even play Advanced D&D nowadays? I'd like to know where your current gaming preference lies; As well as what games you plan to use most in the future, and to what extent (house rules, "by the book", etc..)?

Hopfully, this will be a catch-all question to cover many that tend to come up over and over, and allow you to tend to more important matters (like family, Castle Zagyg, LA, etc..)!

Orius

Thursday, 31st March, 2005, 03:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

Where on earth such a notion came from is quite beyond me...and beyond the pale. Paladins have no requirement of celibacy, and those of the troubador bent can be unchaste as well. How they fare with that is a matter of what deity they honor, of course.

My guess is that people looked at some medieval knightly orders like the Knights Templar that were required to be celibate, and assumed that something similar applied to the generic (A)D&D paladin.

Orius

Thursday, 31st March, 2005, 03:39 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well that makes no sense for anyone to do, as the Templars were holy knights and warriors, not paladins.

That may be the case, but over the years the (A)D&D paladin has been seen as a sort of archtypical holy warrior. I think people don't really look at the historical peers of Charlemagne, but rather the presentation of them in the medieval romances. As a result, the concept of the paladin has become something of an amalgam of Roland and his companions, the Knights of the Round Table, and historical orders like the Templars.

Gentlegamer

Friday, 1st April, 2005, 01:05 PM

Gary, did you ever work out specific rules for the benefits that the barbarian tertiary skills bestow for such characters? Or were they to meant to be loose and adjudicated ad hoc by the Dungeon Master?

NewJeffCT

Friday, 1st April, 2005, 02:41 PM

Quote:

*Originally Posted by **Orius***

That may be the case, but over the years the (A)D&D paladin has been seen as a sort of archtypical holy warrior. I think people don't really look at the historical peers of Charlemagne, but rather the presentation of them in the medieval romances. As a result, the concept of the paladin has become something of an amalgam of Roland and his companions, the Knights of the Round Table, and historical orders like the Templars.

I think you've hit the nail on the head, Orius. While the paladins of Charlemagne were the ones behind the original idea of the paladin, many gamers have tended to think more of the medieval holy warriors/templars & Knights of the Round Table where chastity was a virtue, if not a requirement.

Nothing in the main writeups in the 1E, 2E, 3E or 3.5 player's handbooks lists this specific requirement, but my experience has been that it's kind of an unwritten rule that the paladin shall not engage in sex, shall have no love interest, etc.

Granted, my gaming experience has been limited to a relatively small group of players over 25 years, and I have never been to a gaming convention. However, my original college had a rather large D&D club in the mid-80s when I was there and I was pretty active in that group and gamed with quite a few at that time. So, it's not like I've been gaming with the same group for that whole time, either.

And, I don't want people to think my gaming experiences are a bunch of guys running into every brothel in town... most of the time, any PC sex or romance is "off screen" or "off camera" though a while back we did have a real-life boyfriend/girlfriend who also had an in-game romance that was done well, IMO.

Col_Pladoh

Saturday, 2nd April, 2005, 03:23 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

Or made of marshmallow ...

Err...

That went over my head... Maybe I shouldn't have ducked.

Cheers,
Gary

Quote:

Originally Posted by **Gentlegamer**

But surely they can slyly be alluded to?

Not very "slyly" after this exchange :\

Point of order: why would we want to sell WotC's adventure material when we could sell out own by having transporters send PCs to new modules we devise for that purpose? :lol:

Cheers,
Gary

Quote:

Originally Posted by **oldschooler**

...

Having said that, Gary: Is there any part of AD&D that you wrote (i.e. in the original Monster Manual, Players Handbook or Dungeon Masters Guide) but would'nt actually use in a game run by yourself?

I know from previous posts that you don't use Weapon Speed, Weapon vs. Armor Class and Psionics. But what about stuff like age affecting abilities, or whatever? Do you even play Advanced D&D nowadays? I'd like to know where your current gaming preference lies; As well as what games you plan to use most in the future, and to what extent (house rules, "by the book", etc..)?

Hopfully, this will be a catch-all question to cover many that tend to come up over and over, and allow you to tend to more important matters (like family, Castle Zagyg, LA, etc..)!

Generally speaking, when I DM AD&D, which I do now and again, the areas you note above are the only rules I don't use. As I am not running an ongoing campaign, there's no need to worry about age, save when creating NPCs.

I never did create house rules, but I seldom open a book either. I create much material and referee on the fly as the players have their characters interact with the game environment.

Cheers,
Gary

Quote:

Originally Posted by **Gentlegamer**

Gary, did you ever work out specific rules for the benefits that the barbarian tertiary skills bestow for such characters? Or were they to meant to be loose and adjudicated ad hoc by the Dungeon Master?

Right! As you conclude, the DM was the one expected to manage the tertiary skills of a barbarian character;)

Cheers,
Gary

Gary, how were the AD&D training rules supposed to apply to multi-class characters? Would a 1/1 level fighter/magic-user have to stop and spend time training and pay the training costs two times for the character to reach level 2/2?
Scott

Heh...

Anything based on Arthurian legend is bogus. Besides, the majority of the knights of that make-believe court were far from chaste, let alone celebrate. Consider Sir Lancelot boinking the queen, the king begetting a bastard son by rape.

Cheers,
Gary



Gary Gygax Q&A, Part IX

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Frank Mentzer

Saturday, 2nd April, 2005, 03:42 PM

Quote:

Originally Posted by **ScottyG**

Would a 1/1 level fighter/magic-user have to stop and spend time training and pay the training costs two times for the character to reach level 2/2?

Well sure. Cash flow management adds flavor to any campaign. If you keep draining the characters' funds, it provides not only incentive for adventurous exploration but also a rationale for shoveling more to them.

FM

Col_Pladoh

Saturday, 2nd April, 2005, 03:42 PM

Quote:

Originally Posted by **ScottyG**

Gary, how were the AD&D training rules supposed to apply to multi-class characters? Would a 1/1 level fighter/magic-user have to stop and spend time training and pay the training costs two times for the character to reach level 2/2?
Scott

Scotty,

You have it. The multi-class character needs training in each class possessed when ready to rise in level.

cheers,
Gary

Col_Pladoh

Saturday, 2nd April, 2005, 03:43 PM

Quote:

Originally Posted by **Frank Mentzer**

Well sure. Cash flow management adds flavor to any campaign. If you keep draining the characters' funds, it provides not only incentive for adventurous exploration but also a rationale for shoveling more to them.

FM

Aptly put, amigo :cool:

Ciao,
Gary

Gentlegamer

Saturday, 2nd April, 2005, 05:27 PM

Quote:

Originally Posted by **Col_Pladoh**

Not very "slyly" after this exchange :)

Point of order: why would we want to sell WotC's adventure material when we could sell out own by having transporters send PCs to new modules we devise for that purpose? :lol:

*Cheers,
Gary*

Now you're talking!* Could such a transporter send PCs to Barsoom,** perhaps?

*What if we discreetly email you for the "official" place to place the transporters for DUNGEONLAND and ISLE OF THE APE? ;)

**Not named Barsoom, of course. A red planet full of hideous multi-armed green men will do.

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

Anything based on Arthurian legend is bogus. Besides, the majority of the knights of that make-believe court were far from chaste, let alone celebrate. Consider Sir Lancelot boinking the queen, the king begetting a bastard son by rape.

Yes, but then Lancelot was a Cavalier, not a Paladin! ;)

Col_Pladoh

Saturday, 2nd April, 2005, 05:41 PM

Quote:

*Originally Posted by **Gentlegamer***

Now you're talking! Could such a transporter send PCs to Barsoom,** perhaps?*

**What if we discreetly email you for the "official" place to place the transporters for DUNGEONLAND and ISLE OF THE APE? ;)*

***Not named Barsoom, of course. A red planet full of hideous multi-armed green men will do.*

An other-world locale could be devised for a dungeon transporter, although they are usual for cursed scrolls only. Perhaps a strange red-soiled planet with about half the gravity of the normal world for PCs. There might indeed be six-limbed humanoids and beasts roaming about there... but then again, the GM can always create such places for his own campaign, just as my lads used to get sent off to a place a lot like the Carabas of the planet Tchai where aliens hunted humans therein who in turn were seeking valuable sequin-like deposits contained in rock geodes.

Cheers,
Gary

Col_Pladoh

Saturday, 2nd April, 2005, 05:44 PM

Quote:

*Originally Posted by **Gentlegamer***

Yes, but then Lancelot was a Cavalier, not a Paladin! ;)

Heh,

You are interpreting the fabulous to suit your veiw;) Lancelot was a knight as was Galahad, the only potentially celibate knight of the make-believe round table. The only named paladins were the knights of Charlemagne such as Roland and Oiger.

Cheers,
Gary

Gentlegamer

Saturday, 2nd April, 2005, 06:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh,

You are interpreting the fabulous to suit your veiw;) Lancelot was a knight as was Galahad, the only potentially celibate knight of the make-believe round table. The only named paladins were the knights of Charlemagne such as Roland and Oiger.

Merely giving my translation of certain literary characters into AD&D terms. ;) I've always conceptualized the difference between Cavalier and Paladin as that between Lancelot and Galahad. It rather fits, don't you think?

And of course, Ogier AKA Holger Carlson was the ONLY literary Paladin that exactly fits AD&D terms. :)

Col_Pladoh

Saturday, 2nd April, 2005, 06:33 PM

Quote:

*Originally Posted by **Gentlegamer***

Merely giving my translation of certain literary characters into AD&D terms. ;) I've always conceptualized the difference between Cavalier and Paladin as that between Lancelot and Galahad. It rather fits, don't you think?

And of course, Ogier AKA Holger Carlson was the ONLY literary Paladin that exactly fits AD&D terms. :)

Who can argue in regards your translating one bit of fantasy into another?...I did that a lot when i designed the game.

However, I would argue that Roland was a model of the paladin, more so than even Oiger.

Cheers,
Gary

Ron

Sunday, 3rd April, 2005, 01:36 AM

Gary, I never came to a conclusion either I liked or hated *Unearthed Arcana*. Despite there were lots of great additions to my game, I couldn't like some parts, such as the Barbarian, and, specially, the Cavalier and his ability to upgrade his stats.

Do you saw this book as an expansion to AD&D or a compilation of optional rules? Would you allow any of the new rules in an AD&D game you would run now? As it appears that many AD&D players find it quite unbalancing, would you made any revision if you could?

Mythmere1

Sunday, 3rd April, 2005, 10:23 AM

I would hope to see it done in the C&C rules, too! I ask no question, and hope that any time spent not answering it will find a home in Castle Zagyg.

EDIT: whoa, I missed a whole second page of postings... I was talking about the collaboration module, but the topic has moved on. Sorry about that.

Col_Pladoh

Sunday, 3rd April, 2005, 04:38 PM

Quote:

*Originally Posted by **Ron***

*Gary, I never came to a conclusion either I liked or hated *Unearthed Arcana*. Despite there were lots of great additions to my game, I couldn't like some parts, such as the Barbarian, and, specially, the Cavalier and his ability to upgrade his stats.*

Do you saw this book as an expansion to AD&D or a compilation of optional rules? Would you allow any of the new rules in an AD&D game you would run now? As it appears that many AD&D players find it quite unbalancing, would you made any revision if you could?

If I would have been at TSR to manage the revision of the AD&D game, most of the UA material would be in that new edition without many changes. I DMed many a game with barbarian PCs, and only the mages in the group were uneasy. As for Cavaliers bettering their stats, as if any player wouldn't do that for any other character class by use of wishes and magic items enabling same. Perhaps i was a tad too generous, but at least the effort to improve the status of fighter-types was open and forthright. The method offered is like a lock on a dor, something to keep honest players honest. (How many low-lever PCS have you seen with stats that average around 16 and have one of two 18s?)

Anyway, all this is absolutely meaningless now, eh? Water under the bridge :p

Cheers,
Gary

Col_Pladoh

Sunday, 3rd April, 2005, 04:41 PM

Quote:

*Originally Posted by **Mythmere1***

I was talking about the collaboration module, but the topic has moved on. Sorry about that.

No problem. We have the go ahead from Troll Lord Games, and Frank and I will be working out the details next. I expect the ms. will be turned over to TLG in the late summer or late fall.

Cheerio,
Gary

Gentlegamer

Sunday, 3rd April, 2005, 09:38 PM

Quote:

*Originally Posted by **Col_Pladoh***

No problem. We have the go ahead from Troll Lord Games, and Frank and I will be working out the details next. I expect the ms. will be turned over to TLG in the late summer or late fall.

*Cheerio,
Gary*

Now, if only they could publish it in a retro-format like the Dungeon Crawl Classics . . .

Gentlegamer

Tuesday, 5th April, 2005, 04:42 AM

From The Dragon #65 "Classes to Consider"

CLERIC — Mystic: This subclass of clerics is concerned more with prediction and detection than are other sorts of clerics. All mystics are of Good alignment, although they can be chaotic, neutral, or lawful within the Good alignment. As with other sorts of clerics, mystics would have seven levels of spells, but most would be of the sort to divine or detect. However, some new spells, and some very powerful upper-level spells, are planned.

MAGIC-USER — Savant: This sub-class of magic-user specializes in knowledge, understanding, and arcane subjects. Thus, as do mystics, savants possess a fair range of detection spells. Although they know many standard sorts of spells as well, savants have many new magics in the nine levels of spells possible for them to employ. Savants, can use spells common only to clerics and druids, and at higher levels savants can read and employ scrolls of all sorts. Because of the scholarly aspects of this proposed class, elven and half-elven savants are envisioned as being able to progress several levels higher than if they were normal magic-users; i.e., 14th or even 16th for elves, 10th or 12th for half-elves. Savants can be of any alignment.

I know details can't be given, but may I ask: what were the sources of inspiration for these two proposed character classes? Where could enterprising AD&D players look for the source of these ideas to draw on material, possibly to create their own versions of the proposed sub-classes?

Akrasia

Tuesday, 5th April, 2005, 09:18 AM

Quote:

*Originally Posted by **Col_Pladoh***

No problem. We have the go ahead from Troll Lord Games, and Frank and I will be working out the details next. I expect the ms. will be turned over to TLG in the late summer or late fall.

*Cheerio,
Gary*

Rock and Roll! :cool:

Henry

Tuesday, 5th April, 2005, 02:25 PM

The one thing I love most about the Gaming hobby is the direct interactions and impacts of the fans talking directly with the creators. :)

It helps when the creators are fans, too. :D

Col_Pladoh

Tuesday, 5th April, 2005, 03:25 PM

Quote:

*Originally Posted by **Gentlegamer***

From The Dragon #65 "Classes to Consider"

No comment...

Cheers,
Gary

Col_Pladoh

Tuesday, 5th April, 2005, 03:28 PM

Quote:

*Originally Posted by **Akrasia***

Rock and Roll! :cool:

"I don't care what people say,
Rock & Roll is here to stay!"

BTW, haven't been out to Stanford for some 15 years. A graduating class had me out to speak to them as a guest, and I made the mistake of eating meatloaf in the cafeteria even though they warned me :confused:

Cheers,
Gary

Col_Pladoh

Tuesday, 5th April, 2005, 03:31 PM

Quote:

*Originally Posted by **Henry***

The one thing I love most about the Gaming hobby is the direct interactions and impacts of the fans talking directly with the creators. :)

It helps when the creators are fans, too. :D

Communication in person or electronically does energize me, amigo ;)

I for one admit to remain a fan of gaming after all these many years--most of my life, in fact, as I began playing cards when I was five.

Cheerio,
Gary



Gary Gygax Q&A, Part IX

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Gentlegamer

Tuesday, 5th April, 2005, 04:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

No comment...

*Cheers,
Gary*

Hey, I gave it a shot! I'll just have to create GG's (Gentlegamer) version of these sub-classes for C&C! :)

Col_Pladoh

Tuesday, 5th April, 2005, 04:56 PM

Quote:

*Originally Posted by **Gentlegamer***

Hey, I gave it a shot! I'll just have to create GG's (Gentlegamer) version of these sub-classes for C&C! :)

Can't fault you for trying, but that's something I do not envisage I'll ever detail.

*Cheers,
Gary*

Zudrak

Tuesday, 5th April, 2005, 05:18 PM

Quote:

*Originally Posted by **Col_Pladoh***

Communication in person or electronically does energize me, amigo ;)

No lie. I visited my new friendly not-quite-local gaming store yesterday. Talking about gaming with another person is energizing. It makes you want to sit right down and argue about rules -- er, I mean play some games!

Gary, I picked up the Extraordinary Book of Names yesterday, completing my "GFW Pentateuch". How would you describe the next books in the series, "Essential Places" and "Nation Builder"?

*Thanks,
Michael*

Gentlegamer

Tuesday, 5th April, 2005, 05:27 PM

By the way Gary, how do you like my Mordenkainen avatar?

Col_Pladoh

Tuesday, 5th April, 2005, 05:55 PM

Quote:

*Originally Posted by **Zudrak***

No lie. I visited my new friendly not-quite-local gaming store yesterday. Talking about gaming with another person is energizing. It makes you want to sit right down and argue about rules -- er, I mean play some games!

As a GM I say you take a dX of damage for discussing rules :mad:

Quote:

Gary, I picked up the Extraordinary Book of Names yesterday, completing my "GFW Pentateuch". How would you describe the next books in the series, "Essential Places" and "Nation Builder"?

*Thanks,
Michael*

The *Essential Places* book is to cover many of the key locations a GM has a party of characters visit in the course of play--a list of suggested names, a floor plan, and lists of who and what's there. We are going to have the ms. turned over for approval soon.

The *Nation Builder* is a work that provides a blueprint for creating a fantasy state that suits the campaign and is harmonious with the world it is a part of. It will enable a whole nation that has verisimilitude when compared to actual places as might evolve in a world of fantasy sort where magic works. It too is nearing completion, the author doing a final polish.

Of course there are baout another half-dizen volumes to some after those two, but such details are up to the Trolls to announce.

Cheers,
Gary

Col_Pladoh

Tuesday, 5th April, 2005, 05:56 PM

Quote:

*Originally Posted by **Gentlegamer***

By the way Gary, how do you like my Mordenkainen avatar?

Not bad at all, although the garments are clearly for formal dress, not adventuring :eek:

Heh,
Gary

Gentlegamer

Tuesday, 5th April, 2005, 06:08 PM

From what you know of the game, how well would *Lejendary Adventures* mesh as supplementary material for C&C, particularly in the area of skills (LJ abilities), powers (spells), and foes (monsters)? I had the Author's Edition of the LJ book when it debuted but it has passed from my ownership, alas.

Col_Pladoh

Tuesday, 5th April, 2005, 08:09 PM

Quote:

*Originally Posted by **Gentlegamer***

*From what you know of the game, how well would *Lejendary Adventures* mesh as supplementary material for C&C, particularly in the area of skills (LJ abilities), powers (spells), and foes (monsters)? I had the Author's Edition of the LJ book when it debuted but it has passed from my ownership, alas.*

As the *Lejendary Adventure* game is quite the opposite from a class-based system, it is not easy to convert it to such a system, or material from a class-based game to it. I have put in skill bundles for the *CZ Yggsburgh* module, though, so as to make the NPCs more varied and interesting, less cookie-cutter. The system used will be in the work, and it is rules light as is the LA one.

Cheers,
Gary

Gentlegamer

Tuesday, 5th April, 2005, 08:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

*As the *Lejendary Adventure* game is quite the opposite from a class-based system, it is not easy to convert it to such a system, or material from a class-based game to it. I have put in skill bundles for the *CZ Yggsburgh* module, though, so as to make the NPCs more varied and interesting, less cookie-cutter. The system used will be in the work, and it is rules light as is the LA one.*

That sounds great! Any chance for a preview example of such a skill bundle in C&C?

Col_Pladoh

Tuesday, 5th April, 2005, 09:01 PM

Quote:

*Originally Posted by **Gentlegamer***

That sounds great! Any chance for a preview example of such a skill bundle in C&C?

Have to ask the Trolls about that. Authors propose, publishers dispose;)

Cheers,
Gary

Nathal

Wednesday, 6th April, 2005, 12:30 AM

GFW Pentateuch. That's a good one. :lol:

ScottyG

Wednesday, 6th April, 2005, 02:23 AM

Quote:

*Originally Posted by **Gentlegamer***

Hey, I gave it a shot! I'll just have to create GG's (Gentlegamer) version of these sub-classes for C&C! :)

If you have access to it, you can find a version of these classes in Gary's Mythus game that you can use for inspiration.
Scott

Col_Pladoh

Wednesday, 6th April, 2005, 03:42 PM

Quote:

*Originally Posted by **ScottyG***

*If you have access to it, you can find a version of these classes in Gary's Mythus game that you can use for inspiration.
Scott*

Well...

Not actually classes at all in the DJ Mythus, but the general areas in question are considered therein, agreed.

Cheers,
Gary

Gentlegamer

Wednesday, 6th April, 2005, 04:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well...

Not actually classes at all in the DJ Mythus, but the general areas in question are considered therein, agreed.

Then I shall definitely take a look!

How's the weather in Lake Geneva, lately? My kinfolk in northern Iowa are still a bit chilly . . .

Nathan P. Mahney

Wednesday, 6th April, 2005, 04:58 PM

Hey Gary,

How many more questions do we have to ask you before we crack your brain, and send you on a rampage of Killing Us And Taking Our Stuff?

And how do you like MY avatar of Mordenkainen? He's eating chips!

Col_Pladoh

Wednesday, 6th April, 2005, 06:35 PM

Quote:

*Originally Posted by **Gentlegamer***

Then I shall definitely take a look!

How's the weather in Lake Geneva, lately? My kinfolk in northern Iowa are still a bit chilly . . .

Lake Geneva in southeastern Wisconsin is parallel with northern Iowa. Weather patterns are such though, that the weather is often different than what is happening to the west of here. Fact is we have had a solid week of mostly sunny and warm (60s and 70s) days here, with a change coming tonight--rain and a drop to the 50s, which still is pretty good for early April. All the ice went out of the lake a week or so back.

Cheers,
Gary

Col_Pladoh

Wednesday, 6th April, 2005, 06:37 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

Hey Gary,

How many more questions do we have to ask you before we crack your brain, and send you on a rampage of Killing Us And Taking Our Stuff?

And how do you like MY avatar of Mordenkainen? He's eating chips!

Tell me where you live, do :]

Heh,
Gary

Col_Pladoh

Wednesday, 6th April, 2005, 06:40 PM

Just a Brief Heads Up:

A note for those living in the general area of Lake Geneva, Troll Lord Games is planning on holding a mini-con here. Date and place are still to be established, but when they are I'll post here if the Trolls haven't covered it elsewhere on these boards.

Cheers,
Gary

TerraDave

Wednesday, 6th April, 2005, 06:40 PM

Roland the model Paladin, and not the Holier then Holy Galahad?? In there best known forms, both are basically the best Knights the French could imagine (country of origin not withstanding)

Gentlegamer, good pick on the mystic and savant!!

To bad they will remain mysteries to the end (as I guess will all other elements of Gygax's 2nd edition). I remember seeing the Mystic cross refernced in at least one other Dragon article...oh well.

Col_Pladoh

Wednesday, 6th April, 2005, 06:46 PM

Quote:

*Originally Posted by **TerraDave***

Roland the model Paladin, and not the Holier then Holy Galahad?? In there best known forms, both are basically the best Knights the French could imagine (country of origin not withstanding)

Gentlegamer, good pick on the mystic and savant!!

To bad they will remain mysteries to the end (as I guess will all other elements of Gygax's 2nd edition). I remember seeing the Mystic cross refernced in at least one other Dragon article...oh well.

Only one small difference...

There probably *was* a Roland, and there *never was* a Galahad.

cheers,
Gary

Gentlegamer

Wednesday, 6th April, 2005, 06:54 PM

Quote:

*Originally Posted by TerraDave**Gentlegamer, good pick on the mystic and savant!!**To bad they will remain mysteries to the end (as I guess will all other elements of Gygax's 2nd edition). I remember seeing the Mystic cross referenced in at least one other Dragon article...oh well.*

Gary inserted references to the mystic and savant in Roger Moore's Astral Plane article in Dragon #67.

thufur

Wednesday, 6th April, 2005, 08:45 PM

Question for the Col.

Any ideas what has happened to Carl Sargent or is that even in your purview of knowledge? Am I correct about an auto accident and he is now unavailable for comment? I guess I'm asking because its good clean fun reading boards/blogs from you, Frank and Wolfgang Baur, and I think he would be a great resource if he was available.

Col_Pladoh

Wednesday, 6th April, 2005, 08:53 PM

Quote:

*Originally Posted by thufur**Any ideas what has happened to Carl Sargent or is that even in your purview of knowledge? Am I correct about an auto accident and he is now unavailable for comment? I guess I'm asking because its good clean fun reading boards/blogs from you, Frank and Wolfgang Baur, and I think he would be a great resource if he was available.*

Sorry, but...

I have never been in communication with Carl Sargeant, so i can supply no information.

Cheers,
Gary

Nathan P. Mahney

Thursday, 7th April, 2005, 05:42 AM

Quote:

*Originally Posted by Col_Pladoh**Tell me where you live, do :]**Heh,
Gary*

Aha! My plan is coming to fruition! Don't tell Gary, guys, but when he comes over I'm going to club him unconscious, lock him in my basement, and force him to run games for me... FOREVER!

Joseph Elric Smith

Thursday, 7th April, 2005, 11:49 AM

Well I don't know about since his stroke, but before that the best Gygax bait was, good food, good drink, good company, and a good cigar. Well it worked for me at least :)
ken

Gentlegamer

Thursday, 7th April, 2005, 01:54 PM

Gary, I just found the script for the unaired final episode of the D&D cartoon! Simply brilliant! I can see just what you mean about the adventurers becoming reliant on their own skills rather than their magic items. A new series in the more "serious" tone would have been fantastic! I first learned the name "Dungeons & Dragons" from watching the cartoon as a boy, although I had no idea about the game. A few years later, I came across the Endless Quest books at the public library, one thing led to another, and here I am!

Do you think a modern D&D cartoon would be beneficial to introducing children to FRPGs?

TerraDave

Thursday, 7th April, 2005, 02:30 PM

Quote:

*Originally Posted by **Gentlegamer***

Gary inserted references to the mystic and savant in Roger Moore's Astral Plane article in Dragon #67.

And not only there! There is an article on social class (in an issue with a few such articles) where, along with the standard classes, mystic is listed...did that make it into UA? Are there other references...it is all water under the bridge now, but I wondered for a long time who these mystics were.

TerraDave

Thursday, 7th April, 2005, 02:34 PM

Quote:

*Originally Posted by **Col_Pladoh***

Only one small difference...

There probably was a Roland, and there never was a Galahad.

*cheers,
Gary*

Sidestepping the whole historical author debate...there never was a Conan or a Grey Mouser or a roguish Vancian mage either!

Surely fiction is as much or more a greater inspiration for fantastic role playing adventure as fact! Or, Good Sir, do you know something I don't ;)

SuStel

Thursday, 7th April, 2005, 02:53 PM

Quote:

*Originally Posted by **TerraDave***

Gentlegamer, good pick on the mystic and savant!!

To bad they will remain mysteries to the end (as I guess will all other elements of Gygax's 2nd edition). I remember seeing the Mystic cross referenced in at least one other Dragon article...oh well.

Why do these seem so mysterious? Take Gary's description of them from the *Dragon* article, think of how Gary turned other archetypes into character classes, and you'll get it.

Mystic: An oracle, wise woman, seer, fortune teller, astrologer. Consults the runes, the ogham, the stars, the planets. Speaks with the dead, performs seances, predicts the future (and thus gives bonuses to certain rolls to ensure that what the mystic predicted is what happens). Not a warrior like a cleric, the mystic probably has d6 hit dice and a limited selection of weapons and armor (but probably not as limited as magic-users). At high levels the mystic will be communing directly with the gods and adventuring in the dreamtime. High wisdom and intelligence requirements.

Savant: The sage devoted to the magical arts. The mad scientist of the fantasy world. The mysterious scholar. Wizard without the flashiness. Uninterested in pyrotechnics and other destructive spells, desires lore above all else, whether to benefit others, for power, or just because it's his passion. Has a laboratory and library for spell research and arcane experiments. Adventures as a means to further his research, is otherwise uninterested in the slaying of dragons and command of armies. d4 hit dice, no armor, dagger (of staff?) as weapon. Very high intelligence requirement. At high levels will probably be traveling to other planes of existence to gather obscure knowledge and components.

Once you've worked these things out, just come up with some numbers and clarify the spell lists, and you're done.

Col_Pladoh

Thursday, 7th April, 2005, 04:20 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

Aha! My plan is coming to fruition! Don't tell Gary, guys, but when he comes over I'm going to club him unconscious, lock him in my basement, and force him to run games for me... FOREVER!

Ah so...

Clearly you are unaware of my truly bellicose nature and large-caliber handgun :eek:

Heh,
Gary

Col_Pladoh

Thursday, 7th April, 2005, 04:22 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

Well I don't know about since his stroke, but before that the best Gygas bait was, good food, good drink, good company, and a good cigar. Well it worked for me at least :)
ken

right Ken,

That is still the best way to lure me into a trap :heh:

Cheers,
Gary

Col_Pladoh

Thursday, 7th April, 2005, 04:26 PM

Quote:

*Originally Posted by **Gentlegamer***

Gary, I just found the script for the unaired final episode of the D&D cartoon! Simply brilliant! I can see just what you mean about the adventurers becoming reliant on their own skills rather than their magic items. A new series in the more "serious" tone would have been fantastic! I first learned the name "Dungeons & Dragons" from watching the cartoon as a boy, although I had no idea about the game. A few years later, I came across the Endless Quest books at the public library, one thing led to another, and here I am!

Reaves outdid himself when he wrote *Requim*, the best of all the scripts done and it was never produced: (then Williams took over TSR and ended the chance for the D&D Cartoon show spinoff. Such is life.

The multiple-choice adventure books were also a lot of fun.

Quote:

Do you think a modern D&D cartoon would be beneficial to introducing children to FRPGs?

Sure, but it would likely bring more youngsters to computer games than to paper and pencil RPGs. What is needed for that is more Game Masters.

Cheers,
Gary

Henry

Thursday, 7th April, 2005, 04:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

right Ken,

That is still the best way to lure me into a trap :heh:

Cheers,
Gary

makes a tsking noise

Garryyy....

Now how are we going to later put your head in a jar *a la* Futurama if you aren't around long enough for us to do it? ;)

Col_Pladoh

Thursday, 7th April, 2005, 04:33 PM

Quote:

*Originally Posted by **TerraDave***

Sidestepping the whole historical author debate...there never was a Conan or a Grey Mouser or a roguish Vancian mage either!

Obviously, but the authors of those fictional characters do not pretend to any historical reality, albeit their protagonists are indeed based on human archetypes.

Quote:

[Surely fiction is as much or more a greater inspiration for fantastic role playing adventure as fact!]

surely? How much inspiration from such sources have you put into print? If the answer is little or none, perhaps you are talking out of your hat ;)

Quote:

Or, Good Sir, do you know something I don't ;)

How much time to you have?

Heh,
Gary

Col_Pladoh

Thursday, 7th April, 2005, 04:49 PM

Quote:

*Originally Posted by **Henry***

makes a tsking noise

Garryyy....

Now how are we going to later put your head in a jar a la Futurama if you aren't around long enough for us to do it? ;)

Errr...

Life without doughnuts and coffee, cheese and wine, and a couple of cigarillos just ain't worth living :heh:

At least the wine is approved, doctor's orders that i drink two glasses or it a day :p

Cheerio,
Gary

Gentlegamer

Thursday, 7th April, 2005, 04:57 PM

Gary, I thought you might enjoy this thread at Dragonsfoot: <http://www.dragonsfoot.org/forums/viewtopic.php?t=10384>

A CK is recounting the exploits of his players in the Keep on the Borderlands and it takes a decidedly Vancian air . . .

Gray Mouser

Thursday, 7th April, 2005, 05:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

At least the wine is approved, doctor's orders that i drink two glasses or it a day :p

*Cheerio,
Gary*

Hey, who are you to argue with a doctor! :lol:

Gray Mouser

Faraer

Thursday, 7th April, 2005, 07:33 PM

Link for [Mythus](#).

Col_Pladoh

Thursday, 7th April, 2005, 09:02 PM

Quote:

*Originally Posted by **Gentlegamer***

Gary, I thought you might enjoy this thread at Dragonsfoot: <http://www.dragonsfoot.org/forums/viewtopic.php?t=10384>

A CK is recounting the exploits of his players in the Keep on the Borderlands and it takes a decidedly Vancian air . . .

Not bad, the Vancian-style writing there;)

Trying to create comples and multi-faceted Vancian characters using a class based system is hopeless, of course.

Ah, and by chance this, my 1938th post, echoes the glorious year in which I was born :cool:

Cheerio,
Gary

Mythmere1

Thursday, 7th April, 2005, 09:30 PM

Glad you liked the dialogue. I thought mine ended up more strongly Lyonesse, while Gentlegamer's drew more from the Dying Earth...

I must entirely disagree that you can't create a Vancian character with a class system; I have seen it done with the character of Morag the Glum and Silent. The difficulty is alignment, not class. The best the player could quantify his alignment was "fickle." This alignment designation

remained on his character sheet for years of play.

I'd have to propose that Vancian alignments would look like this:

Lackadaisically predatory, with amatory and monetary acquisitiveness.

Amusedly vengeful, with musical tendencies.

Perrenially vague, with moments of ardent neutrality



Gary Gygax Q&A, Part IX

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TerraDave

Thursday, 7th April, 2005, 09:34 PM

Quote:

Originally Posted by Col_Pladoh

surely? How much insiration from such sources have you put into print? If the answer is little or none, perhaps you are talking out of your hat ;)

*Heh,
Gary*

What I have put in print is far too dull for present company, or apperantly myself, as I am typing this and not adding to that

Still, I am mildly surprised at your of advocacy for factual grounding...as impressed as I was with that list of fiction in the 1st edition DMG.

But, now that I think a little more, D&D probably also helped spark my interest in the Real World, which in turn has greatly influnaced my own gaming: ancient, medieval and military history...but also led to my early interest in those Arhturian tales, and many other things.

So heres the irony: Mr. Gygax, you may be partly responsible for me knowing the difference between Galahad and Gawain! If only I had been warned sooner :D .

Col_Pladoh

Thursday, 7th April, 2005, 09:40 PM

Quote:

Originally Posted by Mythmere1

Glad you liked the dialogue. I thought mine ended up more strongly Lyonesse, while Gentlegamer's drew more from the Dying Earth...

Jack Vance is a most talented author, and the dialog he creates for his characters is always exceptional, especially in his more recent SF books.

Quote:

I must entirely disagree that you can't create a Vancian character with a class system; I have seen it done with the character of Morag the Glum and Silent. The difficulty is alignment, not class. The best the player could quantify his alignment was "fickle." This alignment designation remained on his character sheet for years of play.

*I'd have to propose that Vancian alignments would look like this:
Lackadaisically predatory, with amatory and monetary acquisitiveness.
Amusedly vengeful, with musical tendencies.
Perrenially vague, with moments of ardent neutrality*

Disagree as you will, i assert that the limited scope possible with a character in a class-based system forces the player to assume far too many things not inherant in the game persona he is acting for. I do agree that alignments as (mis)used in play are more of a handicap than an aid to roleplay.

Cheers,
Gary

Anson Caralya

Friday, 8th April, 2005, 12:48 AM

Gary,

Since Jack Vance has come up as a topic, I always wanted to ask you whether you had any direct contact with him. You were describing the D&D magic system as "Vancian" when Dragon was just a wyrmling, and I could swear that I came across a reference to "Lord Gygax" in one of Vance's "Alastor" novels (although now, of course, it eludes me). Just wondering if he was tipping his hat to you.

And, of course, thanks for the game which has so far provided me with 25 years of entertainment!

Nathan P. Mahney

Friday, 8th April, 2005, 09:02 AM

I hereby retract my plan to kidnap Gary - I have a marked aversion to high-calibre handguns. I'm also aware, thanks to Futurama, that you constantly tote a +1 mace... My +0 skull probably wouldn't hold up.

Col_Pladoh

Friday, 8th April, 2005, 05:14 PM

Quote:

Originally Posted by **Anson Caralya**

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And, of course, thanks for the game which has so far provided me with 25 years of entertainment!

Yes. I have indeed corresponded with the Good author, spoken with him on the telephone, but never met with him in person.

the reference to "Lord Gygax" is in *Trullion*, IIRR. Jack enjoys unusual names, and so included mine. I scolded him jestingly for not having me a vicious starmeter.

And of course, welcome:)

Cheers,
Gary

Col_Pladoh

Friday, 8th April, 2005, 05:15 PM

Quote:

Originally Posted by **Nathan P. Mahney**

I hereby retract my plan to kidnap Gary - I have a marked aversion to high-calibre handguns. I'm also aware, thanks to Futurama, that you constantly tote a +1 mace... My +0 skull probably wouldn't hold up.

Heh...

No need to kidnap me. Just lure me off with coffee and doughnuts or good booze and cigars. with carrots like that a stick isn't needed :lol:

cheers,
Gary

Gentlegamer

Friday, 8th April, 2005, 06:03 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh...

No need to kidnap me. Just lure me off with coffee and doughnuts or good booze and cigars. with carrots like that a stick isn't needed :lol:

Despite his view on Tolkien, our Dear Gary exhibits hobbit qualities to an astonishing degree! :)

Anson Caralya

Friday, 8th April, 2005, 11:25 PM

Quote:

Quote:

Originally Posted by **Anson Caralya**

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the reference to "Lord Gygax" is in Trullion, IIRR. Jack enjoys unusual names, and so included mine. I scolded him jestingly for not having me a vicious starmeter.

And of course, welcomeimages/smilies/smile.gif

Cheers,
Gary

Yes indeed, it was *Trullion*. In fact, I had only to flip through the first few pages to find the following passage (page 23 of the *Alastor* omnibus edition):

Quote:

To subdue Mad King Zag on Gray World, Alastor 1740, the Whelm poised a thousand Tyrant dreadnoughts over the Black capitol, almost

blocking out the daylight.

"**Mad King Zag**"? Could that possibly be a Zagyg reference? I'm very suspicious of it, followed so closely by "Gray." Was the Good Author familiar with Greyhawk way back in 1973?

By the way, I must also thank you for listing Vance as an inspiring fantasy author in the old DMG. I've been reading his stuff ever since, and have managed to collect nearly all of his titles (those Alan Wade mysteries exceed my budget). Hmmm, I suppose he owes you a reader or two.

Gray Mouser

Monday, 11th April, 2005, 05:07 PM

Gary, I was wondering how common encounters with dragons were in your original campaign. I know Robilar ended up subduing that family of Green dragons and, IIRC, Mordenkainen had a run in or two with some wyrms but from what I have read I get the impression that they weren't exactly common encounters (even for high level PC's). I could be wrong as I don't know the history of the original Greyhawk campaign as well as some.

Gray Mouser

Col_Pladoh

Monday, 11th April, 2005, 05:11 PM

Quote:

*Originally Posted by **Gentlegamer***

Despite his view on Tolkien, our Dear Gary exhibits hobbit qualities to an astonishing degree! :)

Ah, those hair-footed pygmies are too staid and set in routines for me :p

Heh,
Gary

Col_Pladoh

Monday, 11th April, 2005, 05:16 PM

Quote:

*Originally Posted by **Anson Caralya***

...

*"**Mad King Zag**"? Could that possibly be a Zagyg reference? I'm very suspicious of it, followed so closely by "Gray." Was the Good Author familiar with Greyhawk way back in 1973?*

By the way, I must also thank you for listing Vance as an inspiring fantasy author in the old DMG. I've been reading his stuff ever since, and have managed to collect nearly all of his titles (those Alan Wade mysteries exceed my budget). Hmmm, I suppose he owes you a reader or two.

I suspect the names used were mere coincidence.

In any event I surely do hope that my sincere regard for the writing of the Good Mr. Vance has added substantially to the audience for his books. Michael Moorcock was once generous enough to credit me with doubling his readership. I am always happy to oblige in such cases!

Cheers,
Gary

Col_Pladoh

Monday, 11th April, 2005, 05:24 PM

Quote:

*Originally Posted by **Gray Mouser***

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Gray Mouser

Encounters with dragons were not common, quite rare, all things considered. Mordenkainen encountered several over his years of adventuring, subdued two red ones, the very old Gorki and the young Porki (thank you for naming them Rob...)

During a wilderness excursion Robilar met one hiding in a cave, the beast being served by a human flunkie that brought in heroic victims to feed it. It was sleeping, but as Robilar entered the cave, the flunkie shouted a warning, but luckily for Our Hero, his reactions were much quicker than the awakened dragon, so both it and its treacherous servant were slain.

On the other hand I have a small one that had a couple of spells that sent Melf packing, glad to escape with his life:)

I posted a pair of dragns on a dungeon level, and those were loosed by the main adventurers in the dungeons--Tenser, Robilar, Terik, and some associated PCs who I can't recall.

Cheers,

Gary

Gray Mouser

Monday, 11th April, 2005, 05:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

In any event I surely do hope that my sincere regard for the writing of the Good Mr. Vance has added substantially to the audience for his books.

Well Colonel, FWIW, the reading list in the back of the DMG really broadened my interests, and did the same for several friends of mine! (Fritz Leiber anyone? :))

Quote:

Michael Moorcock was once generous enough to credit me with doubling his readership. I am always happy to oblige in such cases!

*Cheers,
Gary*

Count me in as another person who picked up MM's stuff because of AD&D (Elric, Hawkmoon and Corum, as well as some of the *Nomads of Time* stories). I enjoyed the earlier Elric books immensely.

Gray Mouser

Gray Mouser

Monday, 11th April, 2005, 05:35 PM

Gary, thanks for the info on dragons. As a follow up, I'm wondering any of the new dragons from *Monster Manual II* ever made it into your campaign? I really like the Shadow Dragon (I'm thinking of springing it on my PC's at some point :)) and the Cloud and Mist varieties were excellent as well.

Gray Mouser

Col_Pladoh

Monday, 11th April, 2005, 05:39 PM

Quote:

*Originally Posted by **Gray Mouser***

*Gary, thanks for the info on dragons. As a follow up, I'm wondering any of the new dragons from *Monster Manual II* ever made it into your campaign? I really like the Shadow Dragon (I'm thinking of springing it on my PC's at some point :)) and the Cloud and Mist varieties were excellent as well.*

Gray Mouser

Yes, the shadow dragon was encountered--nasty meeting that the details of which I but vaguely remember. The cloud and mist versions of dracos were in an area of wilderness adventure that I had laid out for PCs to get transported to, but that never happened. As nearly as I can remember, there was only one random encounter with a cloud dragon in my campaign.

*Cheers,
Gary*

Jyrdan Fairblade

Monday, 11th April, 2005, 05:53 PM

I, too, can be counted as someone led to Jack Vance's writings by your recommendations. As a hat fan, I certainly appreciated the outlandish haberdashery displayed, in addition to plenty of other, more literary reasons for appreciation. Though, I daresay R.E. Howard (in the original form, please) and Tolkien remain my favorite classic fantasy authors.

I've always enjoyed the fact that gamers are a pretty literate bunch (as are most of my friends, gamer or not), prone to seeking out writers both on and off the beaten path.

Quote:

*Originally Posted by **Col_Pladoh***

I suspect the names used were mere coincidence.

*In any event I surely do hope that my sincere regard for the writing of the Good Mr. Vance has added substantially to the audience for his books.
Michael Moorcock was once generous enough to credit me with doubling his readership. I am always happy to oblige in such cases!*

*Cheers,
Gary*

Col_Pladoh

Tuesday, 12th April, 2005, 10:48 PM

Quote:

Still, I am mildly surprised at your of advocacy for factual grounding...as impressed as I was with that list of fiction in the 1st edition DMG.

To cut to the chase, I am an advocate of reading in general, and omnivorously at that. I drew on all manner of non-fictional sources when creating the A/D&D game, and more than just history too. The recommended reading list was for inspiring the DM in creating exciting adventure material, not for creating RPG system material :uhoh: See the more extensive bibliography in the DJ *Mythus* rules for that sort of reading list.

Glad you didn't take offense at my grouching about Authurian legens. It is most unpalatable to me, so I tend to become ascerbic :]

Cheers,
Gary

Col_Pladoh

Tuesday, 12th April, 2005, 10:54 PM

Quote:

Originally Posted by **Jyrdan Fairblade**

I, too, can be counted as someone led to Jack Vance's writings by your recommendations. As a hat fan, I certainly appreciated the outlandish haberdashery displayed, in addition to plenty of other, more literary reasons for appreciation. Though, I daresay R.E. Howard (in the original form, please) and Tolkien remain my favorite classic fantasy authors.

I've always enjoyed the fact that gamers are a pretty literate bunch (as are most of my friends, gamer or not), prone to seeking out writers both on and off the beaten path.

While I find the raw power of Robert E. Howard's swords & sorcery tales compelling, I am not in the least captivated by the majority of the Exaulted Professor's yarns, other than *The Hobbit*, which book I read many times aloud to my children. I am enthralled with Mr. Vance's character development, exposition, and dialog. His "Planet of Adventure" quatrology is perhaps my favorite of his writings, but I am hard pressed to choose.

Cheers,
Gary

PapersAndPaychecks

Tuesday, 12th April, 2005, 11:42 PM

This post could be misinterpreted as inflammatory. It isn't intended as such - please imagine it said in calm, reasonable - and British! - tones. (For maximum effect, imagine it said over a pint of Theakston's Old Peculiar in a comfortable pub near Cambridge, at about 10:30pm on a wet Thursday.)

There's something rather disturbing about seeing Gary Gygas telling us that he's not over-enamoured of JRRT.

I mean, you're the chap who wrote the game system featuring everything from orcs and goblins, through halflings and thousand-year-old elves, past trolls and treants, round the corner where the werebears and giant eagles hang out, down the corridor as far as undead wights and giant hairy wolves called "worgs" (sic) - but you're telling us you don't actually *like* the Professor's work?

I mean, for an author you didn't like, you certainly helped yourself to a lot of his material! I see bits of Fritz Leiber, bits of REH, a fair bit of Vance, but absolutely *heaps* of JRRT in D&D.

(Okay, Tolkein actually took much of his material from older sources which, in theory, you and Dave Arneson might conceivably have consulted entirely independently. Nevertheless there are clear clues that AD&D came from Tolkein and not from what little survives of Dark Age Saxon and Viking literature - check, for example, the prevalence of half-elves and half-orcs, or the very telltale misspelling of "dwarfs" - "dwarves" is a form used throughout D&D and Tolkein, and in literature derivative of these two corpuses, but it's not in the dictionary).

If you prefer REH to JRRT, why include Orcs in the game but not Picts?

Joseph Eric Smith

Tuesday, 12th April, 2005, 11:57 PM

prevalence of half elves? where is tht in tolkien? since in Tolkien you have to chose to either be human or elf's, Oh darn got sucked in by the troll. That Tolkien fans see more Tolkien in D&D then the creator of the game may have some thing to do with what one choses to see.
Ken

Akrasia

Wednesday, 13th April, 2005, 12:06 AM

Simply because there are *many* Tolkien-inspired things in D&D (halflings, orcs, treants, etc.) doesn't mean that Gary has to be a fan of Tolkien's novels (though note that he said that he *does* like *The Hobbit*). One might like many of the *ideas* found in certain novels, but just not be captivated by the stories themselves.

I *love* Tolkien's works. Indeed, I enjoy reading about Middle-Earth more than any other fantasy setting, given its rich history and wonderful detail.

At the same time, though, I can understand that Tolkien's style in *The Lord of the Rings* and the *Silmarillion* is not to everyone's tastes. I can understand why someone might be more partial to Howard and Vance, but nonetheless want to take many ideas/creatures from Tolkien's books for one's games.

PapersAndPaychecks

Wednesday, 13th April, 2005, 12:06 AM

Would that be me you're calling a Tolkein fan there? I ask because I'm really not one, and "Tolkein fan" isn't a label I'd accept.

I'm pretty sure there are several half-elves in Tolkein. I could name two of them off the top of my head.

Akrasia

Wednesday, 13th April, 2005, 12:08 AM

Quote:

Originally Posted by Col_Pladoh

... BTW, haven't been out to Stanford for some 15 years. A graduating class had me out to speak to them as a guest, and I made the mistake of eating meatloaf in the cafeteria even though they warned me :confused:

Cheers,
Gary

We now have a place that serves very good Thai food, and another place that makes decent crepes. You should visit again!

Akrasia

Wednesday, 13th April, 2005, 12:12 AM

Quote:

Originally Posted by PapersAndPaychecks

.... I'm pretty sure there are several half-elves in Tolkein. I could name two of them off the top of my head.

Elrond and Elros were both 'half-elves'. As Ken points out, half-elves in Middle-earth chose to be either 'of men' or 'of elves'. Elros chose to be of men, and became the first king of Numenor, which he ruled for 500 years. (Sure he was mortal, but he still benefited from his elvish blood.) Elrond, in contrast, chose to be 'of elves', and eventually became Lord of Rivendell. All of Elrond's children were considered 'half-elves' (Arwen, Elrohir, Elladan), and were given the same choice, even though they were (strictly speaking) 3/4 elvish.

Anyway, this is a *tangent* (and I apologize for contributing to it). Gary doesn't care for *tLotR* (though maybe he liked the movies better?) or the *Silmarillion*, yet still used many Tolkienesque creatures and ideas in D&D. Big deal. :cool:

Joseph Elric Smith

Wednesday, 13th April, 2005, 12:14 AM

actual you can't name any because any elf of mixed blood has to choose whether to follow the elven or human nature, hence elros and elrond, elrond chose his elven side and was an elf and his brother chose his human nature and was human. and a child born of a mix is extremely rare, in all of th history of Tolkien, where as in D&D they make up a race, and not an extreme exceptions. as for half orcs, I assume you are referring to the orcs of saruman, which are a special breed designed for conquest, as opposed to he race of half orcs in D&D.

Gee is it really so hard to just accept what an author has to say at face value, instead of some how trying to prove some thing?

Ken

Quote:

Originally Posted by PapersAndPaychecks

Would that be me you're calling a Tolkein fan there? I ask because I'm really not one, and "Tolkein fan" isn't a label I'd accept.

I'm pretty sure there are several half-elves in Tolkein. I could name two of them off the top of my head.

Col_Pladoh

Wednesday, 13th April, 2005, 03:44 PM

The short answer regarding JRRT's work:

I created the D&D game to sell, to get to as many consumers as possible, and the best way to do that was to include races that were favored by the many young Tolkien fans. Dwarves are hardly a main feature of the Rings trilogy, but hobbits, elves, orcs, balrog, and ents (the Anglo-Saxon word for "giant," of course) were. So I included them so as to sell the game. Even though I find the Rings trilogy a bore, found *Bored of the Rings* great sport, so what? Gamers are able to enjoy their D&D campaign with as much Tolkien flavor as they wish.

A careful analysis of all the races and creatures in the OAD&D game will see how small the percentage of Tolkien-inspired material there is actually within the roster. Of course, I do not count elves as JRRT's creation at all, they being the stuff of much British folklore, as Dwarves are Scandanivian and Germanic. Of all that the Professor wrote about, the hobbits, the balrog, and the ents were all that were uniquely detailed.

Speaking of bored, that's what this tedious subject does to me and quite a few others I should imagine :eek:

Cheers,
Gary

Col_Pladoh

Wednesday, 13th April, 2005, 03:50 PM

Quote:

*Originally Posted by **Akrasia***

We now have a place that serves very good Thai food, and another place that makes decent crepes. You should visit again!

Thanks for the update ;)

I don't have much reason to travel out to the West Coast these days, but who can say? If we do get to the SF area, I will indeed make a point to visit Stanford once again.

Cheerio,
Gary

PapersAndPaychecks

Wednesday, 13th April, 2005, 04:11 PM

Aye, Bored of the Rings was hilarious. :)

Gray Mouser

Wednesday, 13th April, 2005, 04:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

Even though I find the Rings trilogy a bore, found Bored of the Rings great sport, so what?

Hey! I thought I was the only person who had read that book! Heh, pretty funny, imho, and I enjoy JRRT quite a bit :)

Quote:

A careful analysis of all the races and creatures in the OAD&D game will see how small the percentage of Tolkien-inspired material there is actually within the roster. Of course, I do not count elves as JRRT's creation at all, they being the stuff of much British folklore, as Dwarves are Scandanivian and Germanic. Of all that the Professor wrote about, the hobbits, the balrog, and the ents were all that were uniquely detailed.

The differences between Tolkienesque Elves and Dwarves and those from mythology (and even other Pre-Tolkien literary works) is quite obvious if one simply reads the racial descriptions/information in the MM, PHB and DMG. I remember reading the PHB when I was about 10 and seeing the height of elves as being about 5' and thinking that Gary had made a mistake! Frankly, now I prefer going with the racial descriptions as written for play. YMMV but as I get older I find myself going more and more by the book for play. Still have some house rules and little unique "flavor" pieces but when I started getting back into RPG's a few years ago I was rereading Gary's stuff and realized that the system as written is *excellent*.

Gray Mouser

BOZ

Wednesday, 13th April, 2005, 04:36 PM

Quote:

*Originally Posted by **Col_Pladoh***

Glad you didn't take offense at my grouching about Authurian legens. It is most unpalatable to me, so I tend to become ascerbic :]

i take it then, it wasn't your idea to have them in Dieties and Demigods. ;) i've never made any use of that section, myself.

Col_Pladoh

Wednesday, 13th April, 2005, 04:46 PM

Hi Gray Mouser,

Thanks for the kind words :cool:

Ciao,
Gary

Col_Pladoh

Wednesday, 13th April, 2005, 04:47 PM

Quote:

*Originally Posted by **BOZ***

i take it then, it wasn't your idea to have them in Dieties and Demigods. :) i've never made any use of that section, myself.

Right you are!

Brian Blume oversaw that particular project.

Cheers,
Gary

Orius

Wednesday, 13th April, 2005, 04:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

Glad you didn't take offense at my grouching about Authurian legens. It is most unpalatable to me, so I tend to become ascerbic :]

....

While I find the raw power of Robert E. Howard's swords & sorcery tales compelling, I am not in the least captivated by the majority of the Exaulted Professor's yarns, other than The Hobbit, which book I read many times aloud to my children.

It would seem you're not much of a fan of medieval romances then. I can understand that. Even though I like Tolkien, medieval romances bore me somewhat. I tried reading the sections about Charlemagne's paladins in my copy of Bullfinch, but started getting lost after the 6th or 7th enchantress showed up and tried to seduce the paladins. People talk about bad fantasy cliches today, but IMO some of those medieval writers were even worse.

Orius

Wednesday, 13th April, 2005, 05:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

I created the D&D game to sell, to get to as many consumers as possible, and the best way to do that was to include races that were favored by the many young Tolkien fans. Dwarves are hardly a main feature of the Rings trilogy, but hobbits, elves, orcs, balrog, and ents (the Anglo-Saxon word for "giant," of course) were. So I included them so as to sell the game. Even though I find the Rings trilogy a bore, found Bored of the Rings great sport, so what? Gamers are able to enjoy their D&D campaign with as much Tolkein flavor as they wish.

There's a number of Tolkien fans out there on the net who'd probably want to tar and feather you if they knew you thought LotR was boring. They already don't like the influences that are in the game, even if they don't realize it's a pretty small part. Some fans can be far too serious about the things they like. :)

Still, I think the perception of heavy Tolkien influences comes from the fact that a great number of D&D players have read his books. I remember back when I started playing, it seemed like the vast majority of gamers took an interest in D&D because they were fans of LotR. So it would seem your marketing scheme worked pretty well. :) That influence seems to have waned a bit in recent years, but I think the movies might very well cause a new upsurge in Tolkien influences in the game.

I have to admit though, I generally prefer a pulpier flavor to my games. It just seems to work with D&D better.

Gentlegamer

Wednesday, 13th April, 2005, 05:07 PM

Ah, yes, the one thing that I strongly disagree with Our Dear Gary about: opinion of the Good Professor! The Professor might say much the same about the kinds of writing you evidently prefer (to paraphrase his foreward to LORD OF THE RINGS); although, by all accounts, he also enjoyed REH's Conan stories. :)

At any rate, I love them all, (Howard, Lovecraft, Moorcock, Smith, Camp and Pratt, Carter, Anderson, Merrit, Vance, Leiber, Alexander), though Tolkien remains my favorite!

I'll add that while Our Dear Gary isn't a Tolkien fan, the marketing inclusion of a few of Tolkien's creatures certainly enriches the rich stew of all the various sci-fi/fantasy authors and genres that makes up the D&D world. To that I think he'll agree!

Storm Raven

Wednesday, 13th April, 2005, 05:09 PM

Quote:

*Originally Posted by **PapersAndPaychecks***

Aye, Bored of the Rings was hilarious. :)

Eh, I thought it seemed like a Saturday Night Live skit that went on far too long. Started out funny, but just got repetitive as the book went on. In any event, people should take the Tolkien influence in D&D for what it is: some references and some creatures mixed with a whole lot of other stuff into a mash.

Tolkien influenced stuff: the original ranger class, orc, ents, halflings, dwarves (as presented, they are similar to Scandinavian/Germanic dwarves, but the Tolkien sheen on them is very apparent, lots of D&D dwarf elements just don't show up in the myths, but do show up in Tolkien), balrogs (the Type VI demon), and a couple other things.

Gentlegamer

Wednesday, 13th April, 2005, 05:15 PM

Quote:

*Originally Posted by **Storm Raven***

Tolkien influenced stuff: the original ranger class, orc, ents, halflings, dwarves (as presented, they are similar to Scandinavian/Germanic dwarves, but the Tolkien sheen on them is very apparent, lots of D&D dwarf elements just don't show up in the myths, but do show up in Tolkien), balrogs (the Type VI demon), and a couple other things.

Elf types (High, Grey, and Wood)

This reminded me of a question for Our Dear Gary: while you included some elements from Tolkien for marketing reasons, why were there no explicit Vance creatures such as pelgranes, erbs, and deodands? The original presentation of the banderlog in The Dragon described it as a type of deodand, but this categorization was dropped by the time it was published in MMII.

Col_Pladoh

Wednesday, 13th April, 2005, 05:30 PM

Well Fellows...

As I said earlier, discussion of the pros and cons of JRRT's work, their influence on the D&D game, are tedious, so I really won't carry on further discussion regarding the topic.

Some millions of roleplayers were quite satisfied by the presentation I made in A/D&D, no game since has managed to captivate so many fans, and I'll let it go at that.

I did not include Vance-inspired creatures in the A/D&D game because they didn't fit well with a quasi-medieval fantasy game, and although I found his work excellent, the potential audience for the RPG would not be particularly attracted by such inclusion. I let it go at having the whole of the spell-casting system be an inspiration from his writing.

Cheers,
Gary

Gentlegamer

Wednesday, 13th April, 2005, 06:02 PM

I have purchased the Lejendary Adventures Essentials and eagerly await it's delivery at my home. Using the LA rules, what would Conan, Cugel the Clever, Rhalto the Marvelous, or the Gray Mouser look like under this ruleset? I am curious as to how the system accomodates more "tailored" characters.

Col_Pladoh

Wednesday, 13th April, 2005, 06:27 PM

Quote:

*Originally Posted by **Gentlegamer***

I have purchased the Lejendary Adventures Essentials and eagerly await it's delivery at my home. Using the LA rules, what would Conan, Cugel the Clever, Rhalto the Marvelous, or the Gray Mouser look like under this ruleset? I am curious as to how the system accomodates more "tailored" characters.

Whew!

Generating four Avatars based on fictional characters is a tall order, and one I can't fill on this board. However, I can respond in part:

A beginning Conan would likely have Abilities of Physique, Weapons, Savagery, Rustic, and Rangng in that order.

Gray Mouser might have Weapons, Stealing, Urbane, Stealth, and Scrutiny Abilities in that order.

Cugel would probably have Pretense, Weapons, Stealing, Luck, and Ranging in that order.

Rialto the Marvelous Ability linup could be as follows: Enchantment, Alchemia, Creativity, Weapons, Chivalry--I am a bit uncertain as to this selection, and others might rank the Abilities in different order or select one or two different ones after Enchantment.

Note all the Abilities are for a beginning Avatar, and as one progressed, new ones would be added even as existing ones might be improved.

First ability in the 55 score range, second in the 40 range, thrid in 30, fourth in the 20 range, and fifth at 10 score.

Cheerio,
Gary

All times are GMT +1. The time now is 04:12 PM.

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Gary Gygax Q&A, Part IX

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Gentlegamer

Wednesday, 13th April, 2005, 06:32 PM

Sorry, didn't mean to imply a request for details on each, just one!

Very interesting . . . I assume none would be Ordered?

Col_Pladoh

Wednesday, 13th April, 2005, 07:50 PM

Quote:

*Originally Posted by **Gentlegamer****Sorry, didn't mean to imply a request for details on each, just one!**Very interesting . . . I assume none would be Ordered?*

Heh...

No need to apologize, for that was what i was doing as a preamble to my response :eek:

Right you are about none of those protagonists being of archetypical sort, Ordered in LA game terms. Also, as most authors deal with characters who spring full-grown into story action, reflecting any such figure with much accuracy in the LA game means an Avatar that has progressed beyond the initial stage, had more than five abilities and higher scores in those initial ones. Conan's Physique Ability is well above 100, even as he was presented by REH as a young man :heh:

Cheers,
Gary

BOZ

Wednesday, 13th April, 2005, 08:27 PM

Quote:

*Originally Posted by **Col_Pladoh****Right you are!**Brian Blume oversaw that particular project.*

ahh... nuff said. ;)

never have uses that section, myself.

TerraDave

Wednesday, 13th April, 2005, 08:38 PM

Quote:

*Originally Posted by **Col_Pladoh****To cut to the chase, I am an advocate of reading in general, and omnivorously at that. I drew on all manner of non-fictional sources when creating the A/D&D game, and more than just history too. The recommended reading list was for inspiring the DM in creating exciting adventure material, not for creating RPG system material :uhoh: See the more extensive bibliography in the DJ Mythus rules for that sort of reading list.**Glad you didn't take offense at my grouching about Authurian legens. It is most unpalatable to me, so I tend to become ascerbic :]*

Cheers,
Gary

I see your points. All those details in AD&D--like the weapons, troop types, real life creatures or importantly the base abilities--shows the range of real world influence. It clearly took a lot build such a great game!

And though I am fan of both Mallory and Tolkien, I have little doubt that the average session of D&D is all the funner for not being too much like either ;)

Col_Pladoh

Wednesday, 13th April, 2005, 08:48 PM

Quote:

Originally Posted by **TerraDave**

...

And though I am fan of both Mallory and Tolkien, I have little doubt that the average session of D&D is all the funner for not being too much like either ;)

Perspecacious indeed.

An RPG is pretty much the antithesis of a novel, and for most players action is the key to fun and excitement.

cheers,
Gary

Storm Raven

Wednesday, 13th April, 2005, 08:56 PM

Quote:

Originally Posted by **Col_Pladoh**

An RPG is pretty much the antithesis of a novel, and for most players action is the key to fun and excitement.

Too true. Often I have found when I am DMing that the solution for a game session that is in danger of becoming stalled is to simply say "roll initiative".

Col_Pladoh

Wednesday, 13th April, 2005, 09:12 PM

Quote:

Originally Posted by **Storm Raven**

Too true. Often I have found when I am DMing that the solution for a game session that is in danger of becoming stalled is to simply say "roll initiative".

Okay, but...

You neglected to add "or die!" after "roll initiative..."

:uhoh:
GaRY

oldschooler

Wednesday, 13th April, 2005, 11:30 PM

Quote:

Originally Posted by **Col_Pladoh**

Okay, but...

You neglected to add "or die!" after "roll initiative..."

:uhoh:
GaRY

Sometimes you remind me a little too much of that mischeivious lil' imp in the red robe and long white hair from the cartoon. Yeah, you know of whom I speak:D

BOZ

Thursday, 14th April, 2005, 12:50 AM

Quote:

Originally Posted by **Col_Pladoh**

Okay, but...

You neglected to add "or die!" after "roll initiative..."

:uhoh:
GaRY

no... it's supposed to be "roll initiative and die!"

oh, wait, either way is fine. :]

Gentlegamer

Thursday, 14th April, 2005, 01:06 AM

Quote:

Originally Posted by **Col_Pladoh**

Heh...

No need to apologize, for that was what i was doing as a preamble to my response :eek:

Right you are about none of those protagonists being of archetypical sort, Ordered in LA game terms. Also, as most authors deal with characters who spring full-grown into story action, reflecting any such figure with much accuracy in the LA game means an Avatar that has progressed beyond the initial stage, had more than five abilities and higher scores in those initial ones. Conan's Physique Ability is well above 100, even as he was presented by REH as a young man :heh:

Cheers,
Gary

Would any of the LA abilities you attribute to him represent Conan's "sixth sense" abilities? Or would some kind of "psionic" ability with passive powers be added?

Col_Pladoh

Thursday, 14th April, 2005, 03:18 PM

Quote:

Originally Posted by **oldschooler**

Sometimes you remind me a little too much of that mischeivous lil' imp in the red robe and long white hair from the cartoon. Yeah, you know of whom I speak:D

Heh...

More properly, the character in question, Dungeon Master, should remind you of me :p

Cheers,
Gary

Col_Pladoh

Thursday, 14th April, 2005, 03:20 PM

Quote:

Originally Posted by **BOZ**

no... it's supposed to be "roll initiative and die!"

oh, wait, either way is fine. :]

Ha!

Jim Ward's PC usual cry to opponents: "Surrender AND die!"

Cheerio,
Gary

Col_Pladoh

Thursday, 14th April, 2005, 03:46 PM

Quote:

Originally Posted by **Gentlegamer**

Would any of the LA abilities you attribute to him represent Conan's "sixth sense" abilities? Or would some kind of "psionic" ability with passive powers be added?

I was afraid you'd ask about that sort of thing... :\

Actually, Avatars are usually given a Knack (beneficial) and a Quirk (detrimental) by random roll or by Lejend Master choice. There are 100 of each listed in the *Lejend Master's Lore* book, and another 100 Knacks and 10 Quirks to be given for the LM in an upcoming supplement. Anyway, to the point, special features of a literary protagonist such as Conan can be replicated by means of selected, or newly created, Knacks. It is possible for any avatar to have several of each, even though each human Avatar begins play with only one Knack and one Quirk.

Additionally, there is a Psychogenic Ability that has many powers, and intuitive sensing of danger/attack is amongst them. However, a hero such as Conan needs Abilities of other sorts, not prowess of the mind, so that is why I suggest the assignment of Knacks to cover such things. One of his Quirks would be spendthrift and another would likely be womanizing.

Cheers,
Gary

Gentlegamer

Thursday, 14th April, 2005, 04:08 PM

Quote:

Originally Posted by **Col_Pladoh**

I was afraid you'd ask about that sort of thing... :)

Actually, Avatars are usually given a Knack (beneficial) and a Quirk (detrimental) by random roll or by Lejend Master choice. There are 100 of each listed in the Lejend Master's Lore book, and another 100 Knacks and 10 Quirks to be given for the LM in an upcoming supplement. Anyway, to the point, special features of a literary protagonist such as Conan can be replicated by means of selected, or newly created, Knacks. It is possible for any avatar to have several of each, even though each human Avatar begins play with only one Knack and one Quirk.

Additionally, there is a Psychogenic Ability that has many powers, and intuitive sensing of danger/attack is amongst them. However, a hero such as Conan needs Abilities of other sorts, not prowess of the mind, so that is why I suggest the assignment of Knacks to cover such things. One of his Quirks would be spendthrift and another would likely be womanizing.

Cheers,
Gary

Very interesting . . . I suppose Cugel would have a Knack and a Quirk that each revolves around luck (good and bad, respectively).

Col_Pladoh

Thursday, 14th April, 2005, 04:23 PM

Quote:

Originally Posted by **Gentlegamer**

Very interesting . . . I suppose Cugel would have a Knack and a Quirk that each revolves around luck (good and bad, respectively).

Actually, I assigned Cugel Luck Ability at low score. I believe his main Quirk would be Gullibility. I am not sure what his primary Knack would be; likely something to do with a bonus when faced with a life-threatening situation needed to be avoided. His Pretense Ability covers his dissembling and glibness :uhoh:

Cheerio,
Gary

Gray Mouser

Tuesday, 19th April, 2005, 04:17 AM

Colonel,

I was wondering how common adventures in places besides the City of Greyhawk and its surrounding environs were in your original campaign. IIRC, you have mentioned that Hommllet was designed as a "base" to introduce new characters to the campaign but what about PC's going on treks across the Flanaess? For example, did anyone ever make it over to Zeif, Ket or the other more westerly realms or were things pretty much centralized around the Nyr Dyv?

Gray Mouser

PS

I enjoyed the LA descriptions you gave for various literary characters (brief as it was). Sounds like you have a pretty cool, adaptable game there :)

Col_Pladoh

Tuesday, 19th April, 2005, 05:29 PM

Quote:

Originally Posted by **Gray Mouser**

Colonel,

I was wondering how common adventures in places besides the City of Greyhawk and its surrounding environs were in your original campaign. IIRC, you have mentioned that Hommllet was designed as a "base" to introduce new characters to the campaign but what about PC's going on treks across the Flanaess? For example, did anyone ever make it over to Zeif, Ket or the other more westerly realms or were things pretty much centralized around the Nyr Dyv?

Gray Mouser

PS

I enjoyed the LA descriptions you gave for various literary characters (brief as it was). Sounds like you have a pretty cool, adaptable game there :)

Howdy Gray Mouser!

You hear about the movement in Wisconsin to allow the shooting of feral felines?

To your question: there was a good deal of outdoor adventuring, and robilar, Terik, and Tenser traveled all the way from my world's equivalent of China back to the city of Greyhawk, half the globe's circumference distant.

When I switched to Oerik as the main continent, most of the outdoor adventuring took place to the east and up north around the big lakes. A couple of years back a group from Tennessee visited, and I designed an adventure for them that would indeed take them from Greyhawk all the way west of Zeif, looking for a haunted city there. After eight hours they's not made it much further than Rel mord, so that was the end of the

adventure. Pity...

As for the LA game system it is adaptable to any desired form of FRG play, and the underlying system can be altered with little effort to provide excellent play in other genres, as will be seen in the next couple of years. The first new one is nearly ready for editing and layout, *Legendary AsteRogues Fantastical Science RPG*. This is one that I actually used to formulate the mechanics used in the published fantasy game ;)

Cheerio,
Gary

Gray Mouser

Tuesday, 19th April, 2005, 06:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy Gray Mouser!

You hear about the movement in Wisconsin to allow the shooting of feral felines?

:heh: Uh, nope.

Quote:

To your question: there was a good deal of outdoor adventuring, and robilar, Terik, and Tenser traveled all the way from my world's equivalent of China back to the city of Greyhawk, half the globe's circumference distant.

Ah, from the old "slide down to China" room in Castle Greyhawk, right? I'll tell you, I've already stolen that idea for my main dungeon and am waiting for my PC's to discover it :]

Quote:

When I switched to Oerik as the main continent, most of the outdoor adventuring took place to the east and up north around the big lakes. A couple of years back a group from Tennessee visited, and i designed an adventure for them that would indeed take them from Greyhawk all the way west of Zeif, looking for a haunted city there. After eight hours they's not made it much further that Rel mord, so that was the end of the adventure. Pity...

That is too bad about the Tennessee group. I think it would be great fun to go on a "walking tour" of the Flanaess. Did they bring their own PC's or roll some up when they got their? Did they start at 1st level or did you let them start higher due to toughness of encounters?

Quote:

*As for the LA game system it is adaptable to any desired form of FRG play, and the underlying system can be altered with little effort to provide excellent play in other genres, as will be seen in the next couple of years. The first new one is nearly ready for editing and layout, *Legendary AsteRogues Fantastical Science RPG*. This is one that I actually used to formulate the mechanics used in the published fantasy game ;)*

*Cheerio,
Gary*

Cool, I'll have to check that out. I enjoyed doing a bit of Sci-Fi gaming back in the day ("Space Opera", "star Frontiers", "Gamma World" and a little "Traveller"), although Fantasy is my favorite gaming genre.

Gray Mouser

Col_Pladoh

Tuesday, 19th April, 2005, 10:37 PM

Quote:

*Originally Posted by **Gray Mouser***

:heh: Uh, nope.

Ah, from the old "slide down to China" room in Castle Greyhawk, right? I'll tell you, I've already stolen that idea for my main dungeon and am waiting for my PC's to discover it :]

Just so!

Quote:

That is too bad about the Tennessee group. I think it would be great fun to go on a "walking tour" of the Flanaess. Did they bring their own PC's or roll some up when they got their? Did they start at 1st level or did you let them start higher due to toughness of encounters?

It was indeed a shame thy chaps didn't return as that promised when they left. They brought their own PCs of around 8th level, but one lost a couple of levels to some wights, so they stopped in Rel Mord to have the clerics there restore them.

BTW, I suspect that they didn't come back because their van caught fire and was totally destroyed on the way home. They did save their dice.

Quote:

Cool, I'll have to check that out. I enjoyed doing a bit of Sci-Fi gaming back in the day ("Space Opera", "star Frontiers", "Gamma World" and a

little "Traveller"), although Fantasy is my favorite gaming genre.

Gray Mouser

The LAR RPG is more like a mix of the 18th century with super science. The space vessels have sails, fire anti-matter cannons from open decks, the crews wearing "vacuits."

It is a lot of fun:)

Gray Mouser

Tuesday, 19th April, 2005, 10:43 PM

Quote:

Originally Posted by **Col_Pladoh**

BTW, I suspect that they didn't come back because their van caught fire and was totally destroyed on the way home.

Yikes!

Quote:

They did save their dice.

Well, at least their priorities are correct ;)

Quote:

The LAR RPG is more like a mix of the 18th century with super science. The space vessels have sails, fire anti-matter cannons from open decks, the crews wearing "vacuits."

It is a lot of fun:)

Man, I remember having a comic book that had a similar setting waaaaay back when I was a kid. Can't remember the title but it was by Mike Grell (of *Warlord* fame) and the ships had "solar sails" and the characters had not only lasers but swords, as well. I thought it was the coolest. I may have to hunt this game out, Colonel (my wife already thinks I'm a geek for bidding on oop AD&D stuff on ebay so why disappoint her? ;))

Gray Mouser

Gary Gygax Q&A, Part IX

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Col_Pladoh

Tuesday, 19th April, 2005, 10:57 PM

Quote:

*Originally Posted by **Gray Mouser****Yikes!*

...

*Man, I remember having a comic book that had a similar setting waaaaay back when I was a kid. Can't remember the title but it was by Mike Grell (of Warlord fame) and the ships had "solar sales" and the characters had not only lasers but swords, as well. I thought it was the coolest. I may have to hunt this game out, Colonel (my wife already thinks I'm a geek for bidding on oop AD&D stuff on ebay so why disappoint her? ;))**Gray Mouser*

Close, in the Legendary AsteRogues game swords are a main sidearm, but there are rocket pistols and rocket rifles, needlers, and even some grenades. The only computers are either mechanical or biological :uhoh:

Cheers,
Gary

Gray Mouser

Tuesday, 19th April, 2005, 11:17 PM

Quote:

*Originally Posted by **Col_Pladoh****The only computers are either mechanical or biological :uhoh:**Cheers,
Gary*

UH, oh! Shades of the mentat from *Dune*! Darn you, Colonel, just when I thought C&C would be the only new game I would be buying!

Gray Mouser

Col_Pladoh

Tuesday, 19th April, 2005, 11:25 PM

Quote:

*Originally Posted by **Gray Mouser****UH, oh! Shades of the mentat from *Dune*! Darn you, Colonel, just when I thought C&C would be the only new game I would be buying!**Gray Mouser*

Not to worry!

TLG will be publishing the LegendaryAsteRogues books and campaign setting, Kowloon Wharf Space station, so you'll need onlt three core rules books and the setting package to become the Lejend Master for the genre :lol:

Cheerio,
Gary

gideon_thorne

Tuesday, 19th April, 2005, 11:27 PM

Quote:

*Originally Posted by **Col_Pladoh****Not to worry!**TLG will be publishing the LegendaryAsteRogues books and campaign setting, Kowloon Wharf Space station, so you'll need onlt three core rules books and the setting package to become the Lejend Master for the genre :lol:**Cheerio,*

Gary

Oh good. A game/setting that sounds like I can use much literature material from Simon R Green's Deathstalker novels for.

A good series if your into the Space opera/ Star Wars genre. :)

Col_Pladoh

Wednesday, 20th April, 2005, 05:57 PM

Quote:

*Originally Posted by **gideon_thorne***

Oh good. A game/setting that sounds like I can use much literature material from Simon R Green's Deathstalker novels for.

A good series if your into the Space opera/ Star Wars genre. :)

Sadly I must confess i am ignorant of the "Deathstalker" novels referred to....

The *Legendary AsteRogues* RPG is one that can be played on many levels, from nitty-gritty espionage in teeming cities to space opera settings of all sorts, including pirates, the hunting of space beasts, exploring for unclaimed astral bodies in the Trans-Saturnian or nearer Asteroid Belt. It can be played as a game of fleet space battles, commercial enterprise, or feature diplomacy and roleplaying. In fact, an ambitious LM with a sufficiently large and flexible group can cover the whole gamut in the campaign :cool:

Cheers,
Gary

gideon_thorne

Wednesday, 20th April, 2005, 06:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

Sadly I must confess i am ignorant of the "Deathstalker" novels referred to....

Gary

Consider it a book recommendation then. That series and the Hawk and Fisher novels by the same author, Simon R Green. I make the recommendation based on knowledge of your taste for good literature. :)

Gray Mouser

Wednesday, 20th April, 2005, 06:57 PM

Hey Colonel, I was wondering about the setting for the *Legendary AsteRogues* RPG. Is earth going to be involved in anyway or is it set "A long time ago, in a galaxy far, far away"?

Gray Mouser

Col_Pladoh

Wednesday, 20th April, 2005, 10:21 PM

Quote:

*Originally Posted by **gideon_thorne***

Consider it a book recommendation then. That series and the Hawk and Fisher novels by the same author, Simon R Green. I make the recommendation based on knowledge of your taste for good literature. :)

Next book buying spree I have, likely soon, I'll search for Simon R. Green novels. Thanks for the tip :D

Ciao,
Gary

gideon_thorne

Wednesday, 20th April, 2005, 10:24 PM

Quote:

*Originally Posted by **Col_Pladoh***

Next book buying spree I have, likely soon, I'll search for Simon R. Green novels. Thanks for the tip :D

Ciao,
Gary

Speaking of good stories. What's your opinion, good, bad, or indifferent on the Thieves World anthologies? Which, btw, have started up again with some new and several old authors. :)

Col_Pladoh

Wednesday, 20th April, 2005, 10:33 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Colonel, I was wondering about the setting for the Legendary AsteRogues RPG. Is earth going to be involved in anyway or is it set "A long time ago, in a galaxy far, far away"?

Gray Mouser

the Inner planets are all nations--Imperial Venus (think of Spain when it was a world power...with its penal colony on Mercury), Earth (burocratic nightmare), Luna (rather Victorian British plus Egypt and India as at the height of the British Raj), Mars (rather a frontier world like the USA mixed with Swiss Cantons), the many inhabited asteroids and the new outer planets being free nations, Uranus and Neptune. Most of the large asteroids and planetary moons are colonies of an inner planet, and the great space stations are mostly owned by planetary governments, although some are independent, associated with asteroids.

The really bad guys are the Venusians, Asteroids Cartels Association and the system-wide fanatical religious sect known as the Drozabs. Well, the Trasps, the Trans-Saturnian Astreoid Belt pirates are nasty too.

All grades of gray besides the black, and whatever white the LM wishes to add as independent asteroid states in the belts or as space stations.

Cheers,
Gary

Col_Pladoh

Wednesday, 20th April, 2005, 10:35 PM

Quote:

*Originally Posted by **gideon_thorne***

Speaking of good stories. Whats your opinion, good, bad, or indiferent on the Thieves World anthologies? Which, btw, have started up again with some new and several old authors. :)

I found most of the stories rather unexciting, a very few that were worth my reading time...

Cheers,
Gary

Gray Mouser

Thursday, 21st April, 2005, 12:52 AM

Thanks for the info, Colonel. The new game/setting sounds great!

Gray Mouser

Col_Pladoh

Thursday, 21st April, 2005, 03:46 PM

Quote:

*Originally Posted by **Gray Mouser***

Thanks for the info, Colonel. The new game/setting sounds great!

Gray Mouser

Welcome :D

there is an advanced Terran base on Pluto that has discovered two more planets beyond its orbit. Of course the outermost one of the pair will be the place where humans meet alien interstellar travelers planning to invade the solar system, but that's a later development to be covered in a module I should think.

cheers,
Gary

MarauderX

Sunday, 24th April, 2005, 07:40 PM

Colonel -

I was wondering what your take was on spell casting in a game design. Do you prefer the fire-and-forget method as is still in use with many systems today? There seems to be a growing popularity of a magic-point system to model movies and the like. There have been several products that have followed up on the opportunity already. Would you prefer to see a spell-point system as more of a standard used in the future?

Thanks, and hope you are doing well!

~MX

Quote:

Originally Posted by **MarauderX**

Colonel -

I was wondering what your take was on spell casting in a game design. Do you prefer the fire-and-forget method as is still in use with many systems today? There seems to be a growing popularity of a magic-point system to model movies and the like. There have been several products that have followed up on the opportunity already. Would you prefer to see a spell-point system as more of a standard used in the future?

Thanks, and hope you are doing well!

~MX

Heh...

All those familiar with my last two systems will know that I have moved to an energy point system, a must for any FRPG that does not use classes and levels :eek:

The *Legendary Adventure* game even allows the use of the heavy duty sorts of castings by relatively inexperienced casters, but the veteran ones take the short, fast-to activate, low-grade ones ;)

Cheers,
Gary

MarauderX

Monday, 25th April, 2005, 01:46 AM

Quote:

Originally Posted by **Col_Pladoh**

Heh...

All those familiar with my last two systems will know that I have moved to an energy point system, a must for any FRPG that does not use classes and levels :eek:

The Legendary Adventure game even allows the use of the heavy duty sorts of castings by relatively inexperienced casters, but the veteran ones take the short, fast-to activate, low-grade ones ;)

*Cheers,
Gary*

Well, that answers that, and I feel like a moron for asking and not know the *Legendary* system. Thanks once again.

Col_Pladoh

Monday, 25th April, 2005, 03:48 PM

Quote:

Originally Posted by **MarauderX**

*Well, that answers that, and I feel like a moron for asking and not know the *Legendary* system. Thanks once again.*

No Way, Amigo!

That was a fair question, and no doubt. Not knowing a system of mine or some other designer is pretty common. After all, a gamer has only so much time and money to spend on the subject :)

Cheers,
Gary

Gentlegamer

Monday, 25th April, 2005, 03:52 PM

Gary, I have received my copy of LA Essentials. Be prepared for a slew of questions on this system!

Col_Pladoh

Monday, 25th April, 2005, 03:59 PM

Quote:

Originally Posted by **Gentlegamer**

Gary, I have received my copy of LA Essentials. Be prepared for a slew of questions on this system!

Okay :lol:

But do check out www.legendary.com before asking too many here. Likely they'll be answers on the game's main website...

Cheers,
Gary

Gentlegamer

Monday, 25th April, 2005, 04:09 PM

Just as in the AD&D days, I'll do my games-homework before consulting the Sage!

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Gary Gygax Q&A, Part IX

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Elfdart

Monday, 25th April, 2005, 08:29 PM

Gary's New/ Old Campaign

Colonel,

I read that you started an OD&D game with some rather simplified rules. As a Blue Booker, I've always tried to find a middle ground between the complexity of AD&D and the faster-paced simplicity of OD&D. I was intrigued by your new/ old rule of PC damage being 1d6, regardless of weapon used.

I did something almost as simple, yet it still allowed for variety. I grouped melee weapons thusly:

Type 1: Hands, Fists, Feet, Headbutts, Knees, Elbows =1d2 damage, of which 50% is temporary stun damage. If brass knuckles, mailed fists, spiked gloves, iron boots and helmeted heads are used, full lethal damage. This would also include small knives and darts. Two attacks per round.

Type 2: Dagger, Dart, Sap =1d4 damage, two attacks per round

Type 3: Hand Axe, Short Sword, Javelin, Horseman's Mace/ Pick/ Hammer/ Flail, Club =1d6 damage

Type 4: Spear (includes Light and Heavy Lances)*, Axe, Sword, Mace/ Pick/ Flail/ Hammer =1d8 damage

Type 5: Pike**, Polearm*, Heavy Lance*, Two-Handed Sword, Maul, War Axe =1d10 damage

* use the next higher number for reach

** pikes outreach all other melee weapons

The type number is the speed *and* reach of the weapon. If the two sides are apart, the one with the longest reach goes first until the two sides close. Once they close, roll 1d6 (low roll) for initiative, plus the speed of the weapon.

This system is easy, fast and surprisingly realistic as men with polearms, for example, drop them in favor of smaller and faster weapons for close combat. For really nasty combat, after the first round of close combat use weapon speed alone for initiative.

Gentlegamer

Tuesday, 26th April, 2005, 02:27 PM

Gary, you might find this amusing:

<http://www.enworld.org/showthread.ph...17#post2198417>

Col_Pladoh

Tuesday, 26th April, 2005, 03:36 PM

Quote:

*Originally Posted by **Gentlegamer***

Gary, you might find this amusing:

<http://www.enworld.org/showthread.ph...17#post2198417>

Well now...

Is the comment below the pic applause or a warning against sexually transmitted disease? :uhoh:

Cheers,
Gary

Col_Pladoh

Tuesday, 26th April, 2005, 03:42 PM

Hi Elfdart,

After much cntEmplation I have gone back to the original idea of one main type of die for any weapon. After all, a knife, baseball bat, or jedberg axe are leathal. As in OD&D, where all weapons did a d6 damage, I have set a d20 as the normal maximum harm deliverable by most weapons in my new system. 20 is the normal human health number. Deadlier weapons have a minimum damage delivered of 5 or more points, and a bonus given on their attack chance.

Cheers,
Gary

Gentlegamer

Tuesday, 26th April, 2005, 03:59 PM

Without delving into my copy of the Essentials, are there other properties that differentiate the weapons in LA?

Col_Pladoh

Tuesday, 26th April, 2005, 04:38 PM

Quote:

*Originally Posted by **Gentlegamer***

Without delving into my copy of the Essentials, are there other properties that differentiate the weapons in LA?

Weapons have a Range and Speed Class (addition to initiative roll) as well as a Precision Bonus (0 to a high of 20, increments of 5).

A natural maximum number on a harm roll means additional damage found by rolling a die equal to half of the base one, so if it is a d20, then a d10 is rolled in addition. If that is a 10, then a d5 is rolled, all the way to maximum harm of 37 points from one attack.

Cheers,
Gary

grodog

Sunday, 1st May, 2005, 05:48 AM

Hi Gary---

It's been awhile since I plagued you with a query, so I'm due :D

With the looming release of Yggsburg and the continued-promise of Castle Zagyg seeing print, you've mentioned in several places that you're not publishing the original Castle Greyhawk or the original Castle Greyhawk combined with the levels from Rob's El Raja Key dungeons: instead you're selecting the best from both dungeons (or just your expanded, post-12-level Castle?), and then melding them into a more manageable mega-dungeon.

So, my question is, over the many years and multitudes of levels that you and Rob designed, are there any particularly cool areas that PCs have never discovered in the Castle? Virgin territory, so to speak. Rob has mentioned, for example, that a prototype for his *Garden of the Plantmaster* was off in the Castle as an obscure and hard-to-find sublevel, and that few PCs ever wandered that way. Do you and Rob have similar levels that you designed but which were never found? If so, would you please give some teasers about them and/or why they were never discovered (PCs all ran away instead of entering the level, level accessible only by doors that open for LN female elves, etc.)? If any such levels do exist, will you include any of them in the Castle Zagyg project?

Thanks, as always :D

Col_Pladoh

Sunday, 1st May, 2005, 02:25 PM

Howdy Grodog!

As a matter of fact the plan is to create entirely new maps, so none of the areas in the castle and dungeons will ever have been previously explored. Of course into the new maps will go the most interesting and remarkable features of the original dungeons Rob and I did separately or jointly. There will be "side levels" that are difficult to find too.

We plan to broadly theme levels, based on inhabitants or major feature of the area. To say more rather takes away from the object of the work--to explore and discover what is there, survive and best the challenges, and carry forth rewards.

As for the original dungeons we devised, there were a couple of levels that were pretty much shunned, but to the best of my recollection every one of the 40-some in the dungeons was explored to some extent. The prototypical Plant Master's area was entered by one of my PCs--and a couple of other players' characters too, but I don't remember any names after 30 years and a single visit.

Cheerio,
Gary

ScottyG

Monday, 2nd May, 2005, 04:00 AM

Gary, speaking of shunned areas, you once described to me a 3-way intersection on the deepest levels. "Monkeying Around" (that lead to the Isle of the Ape), "Horsing Around" (Rob's centaur level if I remember correctly), and the 3rd escapes me. It was Fooling Around, or Clowning Around maybe. I can't remember what was there, but you stated that it was one of those 'shunned' areas that was rarely visited, or maybe it was just that nobody wanted to try it after their experiences in the other two areas. What was the 3rd gate called?

Scott

Col_Pladoh

Monday, 2nd May, 2005, 03:45 PM

Quote:

*Originally Posted by **ScottyG***

Gary, speaking of shunned areas, you once described to me a 3-way intersection on the deepest levels. "Monkeying Around" (that lead to the Isle of the Ape), "Horsing Around" (Rob's centaur level if I remember correctly), and the 3rd escapes me. It was Fooling Around, or Clowning Around maybe. I can't remember what was there, but you stated that it was one of those 'shunned' areas that was rarely visited, or maybe it was just that nobody wanted to try it after their experiences in the other two areas. What was the 3rd gate called?

Scott

Heh, yes:)

the horsing Around area led to a Sylvan area where centaurs were indeed one of the encounters. I might have that big map somewhere, included it as an adjunct to the CZ dungeons if it is located...or I am moved to re-create the woods and meadows.

The third area was identified beforehand as Fooling Around, and it was a double entendre name. I can't say more, for that would give away the surprise entailed in visiting the place. I don't mind saying that there was indeed a jester and A couple of assistant "Jack Puddings" involved in the adventure. After the monkeying Around on the Isle of the Ape, all the high-level PCs put the word out to stay away from that part of the dungeon level...

Everyone enjoyed gathering nodes of sequins in the Carabas of Jack Vance's The Dirdir novel--potting off dirdir too :lol: They kept the Dirdir laser pistols as low-charge wands usable by any class and exchanged the sequins for jewelry that could be sold off on their own world. too bad i can't include that sort of thing in a commercial product...

Cheers,
Gary

BigBastard

Wednesday, 4th May, 2005, 04:05 AM

Gary, Just incase you're tired of talking about rules and would like to take a quick break for something completely different.

Do you have any intresting stories from the many game conventions you have attened? You probably seen or heard a few strange things over the years. :) (Sorry if you found this question annoying.)

Col_Pladoh

Wednesday, 4th May, 2005, 03:36 PM

Quote:

*Originally Posted by **BigBastard***

Gary, Just incase you're tired of talking about rules and would like to take a quick break for something completely different.

Do you have any intresting stories from the many game conventions you have attened? You probably seen or heard a few strange things over the years. :) (Sorry if you found this question annoying.)

Heh...

After so many years at so many conventions, they all sort of blend into one, but...

As a matter of fact there are probable more stories about my strange behavior told than I have like tales. Those sorts of stories are likely from my having imbibed way too much liquor at some party or other :heh: I've never really been hassled or insulted at a con. The attendees have all been quite civil or friendly. Of course being stopped to be regaled with tales about this or that PC, especially terrible monster, or dungeon get to be highly tedious, especially because they are long and monopolize attention, a no-no at a con.

The year after i left TSR there was a very amusing event, though. I was to give a talk at Gencon, and Lorraine's minions put it in a corner where there was no light, no chairs set up, and the location wasn't properly noted in the program. Despite that about 100 intrepid adventurers managed to locate it :lol:

Cheers,
Gary

Gray Mouser

Wednesday, 4th May, 2005, 09:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

After all, a knife, baseball bat, or jedberg axe are leathal.

Colonel, I was wondering if you could shed some light on exactly *what* a jedberg axe is. Is it some weapon that takes its name from the Jedburgh area of Scotland or some implement of your own design.

Gray Mouser

Gray Mouser

Wednesday, 4th May, 2005, 09:34 PM

Heh, anotehr weapon-type question, Gary. In the original *Monster Manual* (as well as the FF and MM II) you list the various humanoids as having a specific damage per attack (for example, 1-8 for hobgoblins) "or by weapon." I was wondering if you meant the given die-value for damage as an amount of damage based on the creature in question being otherwise unarmed or as some kind of default number for DM's who didn't want to bother figuring out what kind of weapon the creatures were armed with?

Also, if a humanoid is armed with a weapon that does *less* damage than the listed default amount would you go with the weapon damage or the listed default damage (i.e., would the said hobgoblin, if armed with a spear, do 1-6 damage for the spear or the listed 1-8)?

Thanks in advance!

Gray Mouser

Col_Pladoh

Wednesday, 4th May, 2005, 11:17 PM

Quote:

Originally Posted by **Gray Mouser**

Colonel, I was wondering if you could shed some light on exactly what a jedberg axe is. Is it some weapon that takes its name from the Jedburgh area of Scotland or some implement of your own design.

Gray Mouser

'Mouser, you have it. A jedburg (proper spelling) axe is indeed an actual Scottish weapon, a pole axe of around nine-foot length with a guisarme-type hook, or a gaff-like one backing the blade.

Cheers,
Gary

Col_Pladoh

Wednesday, 4th May, 2005, 11:22 PM

Quote:

Originally Posted by **Gray Mouser**

Heh, anotehr weapon-type question, Gary. In the original *Monster Manual* (as well as the *FF* and *MM II*) you list the various humanoids as having a specific damage per attack (for example, 1-8 for hobgoblins) "or by weapon." I was wondering if you meant the given die-value for damage as an amount of damage based on the creature in question being otherwise unarmed or as some kind of default number for DM's who didn't want to bother figuring out what kind of weapon the creatures were armed with?

the number given for damage inflicted was a default to use when not wishing to get into the specifics of humanoid arming and additiopns for superior individuals in the group.

Quote:

Also, if a humanoid is armed with a weapon that does less damage than the listed default amount would you go with the weapon damage or the listed default damage (i.e., would the said hobgoblin, if armed with a spear, do 1-6 damage for the spear or the listed 1-8)?

Thanks in advance!

Gray Mouser

Yes, in the case where i had specific weapons listed for the humanopids I'd use the damage applicable for that weapon, but I'd note the strength of the wielder, so there might be a bonus. In such cases I normally have levels for the humanoids too, as all are not ordinary.

Cheers,
Gary

gizmo33

Thursday, 5th May, 2005, 02:05 AM

Hi Gary,

I have, not one, but two questions about mummies in ADnD that have had me wondering for a long time:

The first is that the DMG, the section on "Handling Troublesome Players" recommends "attack of an ethereal mummy (which always strike by surprise, naturally)". Why ethereal? Why mummy? Is there an interesting tidbit of gaming history here? The outer planar rules in ADnD were always mysterious to me, and I've always wondered whether it was something special about the mummy that allowed for the physical attack across the plane.

The second mummy question has to do with their connection to the Positive Material Plane. Did you ever flesh out this idea? Were there other undead that would have a connection to the Positive plane? Did you ever speculate on a criteria or reason for this connection as opposed to the Negative plane?

Sir Elton

Thursday, 5th May, 2005, 04:29 AM

Hi Gary,

For all the balance and rules things going on, I think more people worry about rules than about playing. What do you think? I've been involved in a lot of balance debates, and I've got the feeling that this might be true.

ScottyG

Thursday, 5th May, 2005, 05:55 AM

There's an interesting quote in the *Slayers Guide to Undead* regarding Mummies and the Positive Energy plane. Basically it states that it was a mistake, and like all undead, it should say Negative Energy Plane.

Scott

gizmo33

Thursday, 5th May, 2005, 03:21 PM

Quote:

Originally Posted by **ScottyG**

There's an interesting quote in the *Slayers Guide to Undead* regarding Mummies and the Positive Energy plane. Basically it states that it was a mistake, and like all undead, it should say Negative Energy Plane.

That makes sense for 3E, because 3E seems to put the positive/negative material planes on the good/evil axis. But ADnD as I recall didn't really define it so clearly - ex. creatures like the Xeg-Ya/Xag-Yi seem like mirror images and neither good nor evil. The one, as I recall, doesn't heal anyone. The later books, like Manual of the Planes, made Positive a kind of healing energy, but that was after Gary's involvement (I think). I always had this feeling in ADnD that the positive material plane was equally dangerous, and it was conceivable that such energy could power undead. Perhaps it's just a case of my imagination running off due to a typo? I was just wondering if there was a design, perhaps abandoned later on, that explained what positive material energy was in ADnD.

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Col_Pladoh

Thursday, 5th May, 2005, 03:59 PM

Quote:

*Originally Posted by gizmo33**Hi Gary,**I have, not one, but two questions about mummies in ADnD that have had me wondering for a long time:**The first is that the DMG, the section on "Handling Troublesome Players" recommends "attack of an ethereal mummy (which always strike by surprise, naturally)". Why ethereal? Why mummy? Is there an interesting tidbit of gaming history here? The outer planar rules in ADnD were always mysterious to me, and I've always wondered whether it was something special about the mummy that allowed for the physical attack across the plane.*

Howdy Gizmo,

An ethereal mummy would not be seen and its attacks would be punishing but not likely fatal, unlike many other sorts of monsters that might be names. The only itdbit connected to it is an inside joke sometimes used when someone not particularly welcome would come around. then I'd usually remark, "Who has been burning tanna leaves?" As for being able to attack from ethereal to physical, that's no more remarkable than a long dead, dried, preserved corpse being animate, thinking, and powerful :eek:

Quote:

The second mummy question has to do with their connection to the Positive Material Plane. Did you ever flesh out this idea? Were there other undead that would have a connection to the Positive plane? Did you ever speculate on a criteria or reason for this connection as opposed to the Negative plane?

See ScottyG's post below. It was an error, although I probably could create a rationale for mummies drawing their energy from the positive plane is pressed...

Cheers,
Gary

Col_Pladoh

Thursday, 5th May, 2005, 04:02 PM

Quote:

*Originally Posted by Sir Elton**Hi Gary,**For all the balance and rules things going on, I think more people worry about rules than about playing. What do you think? I've been involved in a lot of balance debates, and I've got the feeling that this might be true.*

Of course I hold that there is far too much rule-playing that detracts from role-playing. the rules are supposed to assist the group in suspending disbelief, assist in immersion in the adventure, and generally enhance enjoyment of play. Balance should be built into the system, relatively unobtrusive, completely so in play.

Cheers,
Gary

Col_Pladoh

Thursday, 5th May, 2005, 04:18 PM

Quote:

*Originally Posted by gizmo33**That makes sense for 3E, because 3E seems to put the positive/negative material planes on the good/evil axis. But ADnD as I recall didn't really define it so clearly - ex. creatures like the Xeg-Ya/Xag-Yi seem like mirror images and neither good nor evil. The one, as I recall, doesn't heal anyone. The later books, like Manual of the Planes, made Positive a kind of healing energy, but that was after Gary's involvement (I think). I always had this feeling in ADnD that the positive material plane was equally dangerous, and it was conceivable that such energy could power undead. Perhaps it's just a case of my imagination running off due to a typo? I was just wondering if there was a design, perhaps abandoned later on, that explained what positive material energy was in ADnD.*

Actually, the negative isn't necessarily evil or inherently malign. Consider Osiris, the Egyptian god of the dead and his afterlife world, the Duat or Tuat. Neither is positive necessarily good or benign. Using the same pantheon, consider Ra supporting Set over Horus son of Osiris and Isis.

Osiris put him in his place, though... :uhoh:

Cheers,
Gary

gizmo33

Thursday, 5th May, 2005, 10:23 PM

I have to admit that I'm stumped as to how to glean the nature of negative material energy from the example of Osiris, but I'll do some rereading.

I could have about a zillion questions, all of the form: "Tell me everything you can remember about your sources of inspiration and the circumstances under which you developed <insert DnD element here> and describe how you used it in your own game. Negative Material Plane, or whatever. I would be very interested in a sort of "Gary Gygax's Gaming Autobiography". Of course something like that could always raise more questions than it answers.

Speaking of books-

I recall something about a book of gaming anecdotes that you were going to co-author with RJK based on the material published in Dragon Mag a few years ago. Do you have any news on that?

Col_Pladoh

Thursday, 5th May, 2005, 10:51 PM

Quote:

*Originally Posted by **gizmo33***

I have to admit that I'm stumped as to how to glean the nature of negative material energy from the example of Osiris, but I'll do some rereading.

As death and shadow are clearly negative, the association should be obvious. Osiris is a "god with a still heart," clearly a negative-force deity.

Quote:

I could have about a zillion questions, all of the form: "Tell me everything you can remember about your sources of inspiration

Those are in the main listed in the OAD&D game's DMG and in the bibliography for the *Mythus* game,

Quote:

and the circumstances under which you developed <insert DnD element here> and describe how you used it in your own game. Negative Material Plane, or whatever. I would be very interested in a sort of "Gary Gygax's Gaming Autobiography". Of course something like that could always raise more questions than it answers.

That sort of detail is not likely recallable, and thus such a work is quite unlikely ;)

Quote:

Speaking of books-

I recall something about a book of gaming anecdotes that you were going to co-author with RJK based on the material published in Dragon Mag a few years ago. Do you have any news on that?

No news :\

Rob hasn't gotten any of needed additional material in to me, and I have been quite busy with other business and creative matters to do a proper job of nagging him :uhoh:

Cheers,
Gary

BigBastard

Thursday, 5th May, 2005, 11:47 PM

Greetings Gary, I was on www.rpg.net a couple of minutes ago and someone put up a post asking who Dave Anreson was. What had concerned me is that as the hobby evolves and gets new people into it the creators could be forgotten about or thier importance lessened by new companies that gain control. Being the creator of the hobby do you have any concerns of being forgotton as the hobby grows older? Do you think Wizards of the Coast(Hasbro) has a reposibility to educate the new gamers coming into the hobby of who the founders were?

Col_Pladoh

Thursday, 5th May, 2005, 11:52 PM

Quote:

*Originally Posted by **BigBastard***

Greetings Gary, I was on www.rpg.net a couple of minutes ago and someone put up a post asking who Dave Anreson was. What had concerned me is that as the hobby evolves and gets new people into it the creators could be forgotten about or thier importance lessened by new companies that gain control. Being the creator of the hobby do you have any concerns of being forgotton as the hobby grows older? Do you think Wizards of the Coast(Hasbro) has a reposibility to educate the new gamers coming into the hobby of who the founders were?

Howdy Amigo!

As far as recognition goes, it isn't up to anyone but the individual concerned to see to that. Generally speaking, that's why folks want their name on the works they have created and are published.

The serious student of anything will look into the history of the subject and know the "names" connected to it.

People do forget, though, and no game author should consider his name and work "immortal" eh? :uhoh:

Cheers,
Gary

ColonelHardisson

Friday, 6th May, 2005, 01:23 AM

Hey Gary, I can't recall if this question has been posed to you before, so pardon if it covers old ground. The gnome of 3e D&D has gone through something of an identity crisis, in my opinion. Can you tell us what your role was in bringing the gnome into D&D in the first place, way back when, and what niche you felt the gnome occupied? The question was prompted by a recent rereading of Lost Caverns of Tsojcanth and Forgotten Temple of Tharizdun, in which there is a gnomish enclave deep within the mountains. In the Forgotten Temple module, in particular, the gnomes seem to be very much like how dwarves are usually portrayed in RPGs - bluff, serious, perhaps rather grim. Any thoughts on how to differentiate between the portrayal of gnomes and dwarves?

Col_Pladoh

Friday, 6th May, 2005, 03:34 PM

Quote:

*Originally Posted by **ColonelHardisson***

Hey Gary, I can't recall if this question has been posed to you before, so pardon if it covers old ground. The gnome of 3e D&D has gone through something of an identity crisis, in my opinion. Can you tell us what your role was in bringing the gnome into D&D in the first place, way back when, and what niche you felt the gnome occupied? The question was prompted by a recent rereading of Lost Caverns of Tsojcanth and Forgotten Temple of Tharizdun, in which there is a gnomish enclave deep within the mountains. In the Forgotten Temple module, in particular, the gnomes seem to be very much like how dwarves are usually portrayed in RPGs - bluff, serious, perhaps rather grim. Any thoughts on how to differentiate between the portrayal of gnomes and dwarves?

Good question, Colonel,

As you undoubtedly know, gnomes were originally the nname for small earth elementals, as salamanders were of fire, sylphs of air, and undines (I think, it's been a long time since I read on this subject) water.

Despite the origination of the gnome, I meant to make the race more attuned to nature than are dwarves. The deep gnomes, Svirfneblin, are meant to be exceptional. The balance of their cousins deal well with both nature and the subterranean.

Dwarves are miners, forgers, and somewhat mechanical.

Gnomes are miners, botanists, and highly mechanical.

Dwarves love gold and gems.

Gnomes appreciate objects d'art more than gold, although those of Zurich love to keep the wealth of dwarves and others secure.

That cover it?

Cheers,
Gary

Henry

Friday, 6th May, 2005, 04:21 PM

Quote:

*Originally Posted by **Col_Pladoh***

People do forget, though, and no game author should consider his name and work "immortal" eh? :uhoh:

Sad a fact as it is, I concur with Gary. Most people have no clue who Alessandro Volta is, but people still use 9 and 12 Volt batteries all over the place; there are fewer people today than yesterday who remember The Honeymooners, but the concept of the SitCom is still alive and well. Just part of the maturity of the hobby, I guess. :(

Anabstercorian

Friday, 6th May, 2005, 04:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

...People do forget, though, and no game author should consider his name and work "immortal" eh? :uhoh:

*Cheers,
Gary*

Speaking of "Immortal", what's your opinion of the OD&D Immortals Handbook?

Col_Pladoh

Friday, 6th May, 2005, 04:45 PM

Quote:

*Originally Posted by **Henry***

Sad a fact as it is, I concur with Gary. Most people have no clue who Alessandro Volta is, but people still use 9 and 12 Volt batteries all over the place; there are fewer people today than yesterday who remember The Honeymooners, but the concept of the SitCom is still alive and well. Just part of the maturity of the hobby, I guess. :(

Hi Henry,

There are a few "giants" in history, those whose names come down to over the centuries. Some are remembered for the evil they did, some for the good, some for their contribution to the world. We can all name a dozen or two out of the billions of persons who have lived and died on this earth. Nothing to do with a hobby or game is likely to make the cut :uhoh:

Heh,
Gary

Henry

Friday, 6th May, 2005, 04:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

Nothing to do with a hobby or game is likely to make the cut :uhoh:

Well, at least as long as I'm around, "Gygaxian" will be an adjective not forgotten. :)

Col_Pladoh

Friday, 6th May, 2005, 05:03 PM

Quote:

*Originally Posted by **Anabstercorian***

Speaking of "Immortal", what's your opinion of the OD&D Immortals Handbook?

an interesting concept for those who are seeking very high level play. As a DM I was not prepared to present such a campaign, but I have played in an OAD&D one where PCs of around 12th level were mere striplings. The DM was Francois Marcela Froideval, and he did an excellent job of it, so that I wanted to move my character up to the mid-level ranks in his campaign...say around 34th :lol:

Cheers,
Gary

Seeten

Friday, 6th May, 2005, 05:43 PM

Here here.

I still have my 1e DMG, with the Efreet on the cover. Got it at the ripe old age of 6, and have it still.

Long shall live the name, "Gygax".

Col_Pladoh

Friday, 6th May, 2005, 05:49 PM

Quote:

*Originally Posted by **Seeten***

Here here.

I still have my 1e DMG, with the Efreet on the cover. Got it at the ripe old age of 6, and have it still.

Long shall live the name, "Gygax".

Well thanks:)

Seeing as how some D&D buiffs of scientific bent have named a new strain of bacteria they discovered after me, *Arthronema gygaxiana*, it seems likely the name will be around, if marginally, for some time... :uhoh:

Heh,
Gary

TerraDave

Friday, 6th May, 2005, 06:03 PM

Good Col, on the question of **G9 o d : f i**

I always guessed they were put in so that there would be fewer hobbit, or I mean halfling, PCs ;)

TerraDave

Friday, 6th May, 2005, 06:06 PM

Actually, as a follow, with the people you have gamed with, has there ever been a lot of interest in the smaller demihumans?

There have been a couple of gnome pcs over the last 4-5 years in campaigns I have been involved in (don't remember any before that), but overall, the wee folk don't seem to be too popular.

Col_Pladoh

Friday, 6th May, 2005, 06:08 PM

Quote:

*Originally Posted by **TerraDave***

*Good Col, on the question of **Gnomes**:*

I always guessed they were put in so that there would be fewer hobbit, or I mean halfling, PCs ;)

Heh-heh-heh!

Those hairy-footed midgets have always been more popular decent, hard-working gnomes. What can I say?

:heh:

Gary

ColonelHardisson

Saturday, 7th May, 2005, 01:43 AM

Quote:

*Originally Posted by **Col_Pladoh***

That cover it?

It certainly helps! That gnome enclave in Lost Caverns and the Tharizdun module has always been interesting to me as a DM. They seem like both a good base for PCs, but also seem to have the potential for a lot of campaign hooks. It's the most detailed gnomish settlement I can recall for D&D. It might amuse you to know that the HackMaster version of the Caverns has the gnome settlement also, basically intact, with the heading "If it's not Gnomish, it's crap!" They speak with thick Scottish accents, and their personalities basically riff on an old Mike Myers Saturday Night Live skit about a shop of all-Scottish products, in which the proprietor invariably dismissed any other product thusly: "If it's not Scottish, it's *CRAP!*" I kinda dig that take on it, coupled with your thoughts.

Now, since we know what you think about dwarven women and beards, the question is begged: do gnomes have big noses?

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Saturday, 7th May, 2005, 02:08 AM

Quote:

Originally Posted by ColonelHardisson

...

Now, since we know what you think about dwarven women and beards, the question is begged: do gnomes have big noses?

Did W. C. Fields enjoy imbibing spiritous liquor? "Godfrey Daniel! Who put lemonade in my lemonade?!" :lol:

Ciao,
Gary

Frank Mentzer

Saturday, 7th May, 2005, 08:21 PM

Quote:

*Originally Posted by Kernel_Pladoh**As a DM I was not prepered to present such a campaign...*

Yeah, Immortals is pretty far Out There.

If anyone's interested, we're talking about it now and then on Dragonsfoot.org.

-- da riter

Col_Pladoh

Sunday, 8th May, 2005, 12:51 AM

Quote:

*Originally Posted by Frank Mentzer**Yeah, Immortals is pretty far Out There.**If anyone's interested, we're talking about it now and then on Dragonsfoot.org.**-- da riter*

Heh, and noppers...

I spent the day giving an interview, then running the Teeth' module, Frank, so I am way behind in clchecking email and doing some needed work in regards to business matters.

I'll email you about some additional map details and the like tomorrow or Monday. The party (4 only) actually made it to the end and got zapped then by the biggie :eek: Had a lot of fun DMing it as there's so much to wing :lol:

Cheers,
Gary

Orius

Sunday, 8th May, 2005, 02:13 AM

Quote:

*Originally Posted by Col_Pladoh**It was an error, although I probably could create a rationale for mummies drawing their energy from the positive plane is pressed...*

I thought it might be related to animated objects deriving their motive force from positive energy myself. It seems somewhat inconsistant that mummies were listed as being animated by positive energy, but then old school D&D always had some strangeness like this anyway, so I shrugged it off.

Col_Pladoh

Sunday, 8th May, 2005, 03:49 PM

Quote:

Originally Posted by **Orius**

I thought it might be related to animated objects deriving their motive force from positive energy myself. It seems somewhat inconsistent that mummies were listed as being animated by positive energy, but then old school D&D always had some strangeness like this anyway, so I shrugged it off.

Strangeness in a fantasy creation is a desirable thing :cool:

Why some folks want scientific accuracy in a FRPG is quite beyond me. After all, "There are some things that mankind is not meant to know," seems a logical statement when applied to a game dealing with the supernatural.

All that aside, the "Positive" was just a mistake :heh:

Cheers,
Gary

Orius

Sunday, 8th May, 2005, 08:44 PM

Quote:

Originally Posted by **Col_Pladoh**

Why some folks want scientific accuracy in a FRPG is quite beyond me. After all, "There are some things that mankind is not meant to know," seems a logical statement when applied to a game dealing with the supernatural.

Some science does help things from getting too weird, and players do seem to have a preference for more or less "normal" worlds, that is terrestrial planets that more or less resemble Earth. Personally, I don't like to go too far on the weirdness angle as it can confuse and distract players, but I also don't worry too much about whether a world is scientifically accurate or not.

Quote:

All that aside, the "Positive" was just a mistake :heh:

That's not the worst error I've seen in D&D products over the years. I think the biggest (and funniest :) occurs in the Encyclopedia Magica (a 2e compilation of magic items that had appeared over the years). The editors used a search and replace word processor function to replace the term "mage" with "wizard", and were careless with it. One section has the word "damage" altered to "dawizard" for a good portion of the book. :)

Elfdart

Wednesday, 11th May, 2005, 02:31 AM

Da Wizard casts da spell at da monsters!

Jdvn1

Wednesday, 11th May, 2005, 02:37 AM

Gary, do you still roleplay? If so -- what games? Do you GM or play?

Elfdart

Wednesday, 11th May, 2005, 02:42 AM

I had a house rule:

Only humans, gnomes, half-elves, wood elves and half-Euroz (Greyhawk!) were allowed, and only one PC in four was allowed to be demi or semi-human. I got sick of all-elf parties and the stereotypical ways demi-humans (elves, halflings, dwarves) were played. Edmund Wilson was right about LOTR showing "a poverty of invention", and watching players ape that poverty of invention was annoying.

We got back to the humanocentric gaming of the old days. The only thing missing was art by DAT!

Col_Pladoh

Wednesday, 11th May, 2005, 03:37 PM

Quote:

Originally Posted by **Jdvn1**

Gary, do you still roleplay? If so -- what games? Do you GM or play?

Heh...

Sure I play, and I've been playing regularly for about 20 years--the hiatus was when I was in the Los Angeles area and traveled so much.

I ran *Dangerous Journeys*, *Unhallowed* and *Mythus* campaigns until the TSR lawsuit. I thereafter switched to testing a couple of systems I was developing for use in CRPG designs. One of them gave rise to the *Legendary Adventure* FRPG--the game we played last Thursday, the one I usually run for the group that meets here at my place almost every Thursday to play. Of late I have been running some OD&D dungeon crawls for them, and last Saturday I DMed about six hours of OAD&D for a couple of fellows who were visiting to do a magazine article.

Best of all from my perspective is that Jim Ward has recently joined us, and he will be GMing his new *Metamorphosis Alpha* game for us on a regular basis, so that means I'll be playing a couple of times a month! :cool:

Cheers,
Gary

Quote:

Originally Posted by **Elfdart**

I had a house rule:

Only humans, gnomes, half-elves, wood elves and half-Euroz (Greyhawk!) were allowed, and only one PC in four was allowed to be demi or semi-human. I got sick of all-elf parties and the stereotypical ways demi-humans (elves, halflings, dwarves) were played. Edmund Wilson was right about LOTR showing "a poverty of invention", and watching players ape that poverty of invention was annoying.

We got back to the humanocentric gaming of the old days. The only thing missing was art by DAT!

No quibbles about that from me ;)

Someone of the female gender once asked why I wrote from the male perspective. Well duh!

In similar vein, I don't know any actual hobbits, gnomes, elves, dwarfs, or half-breeds of those races, so whatever a human might write about them is going to be from a human standpoint thinly disguised, or perhaps fairly well so, as a non-human perspective :confused:

As for DAT, we have tried our best to get Tramp back doing artwork, alas to no avail :(

Cheers,
Gary

Jyrdan Fairblade

Wednesday, 11th May, 2005, 03:59 PM

So, would you be able to confirm if this is the same DAT?
[http://newshound.de.siu.edu/online/stories/storyReader\\$1382](http://newshound.de.siu.edu/online/stories/storyReader$1382)

Also, I've finally decided to pick up Lejendary Adventures, probably Troll Lords' boxed set. Any words of advice or anything that I should be aware of before setting out on this course of action? I've been looking through the official website, so I have a basic idea of how the system works.

Thanks!
J

Quote:

Originally Posted by **Col_Pladoh**

As for DAT, we have tried our best to get Tramp back doing artwork, alas to no avail :(

Col_Pladoh

Wednesday, 11th May, 2005, 04:25 PM

Quote:

Originally Posted by **Jyrdan Fairblade**

So, would you be able to confirm if this is the same DAT?
[http://newshound.de.siu.edu/online/stories/storyReader\\$1382](http://newshound.de.siu.edu/online/stories/storyReader$1382)

That sure looks like Tramp, but he isn't in Cairo any longer...

Quote:

Also, I've finally decided to pick up Lejendary Adventures, probably Troll Lords' boxed set. Any words of advice or anything that I should be aware of before setting out on this course of action? I've been looking through the official website, so I have a basic idea of how the system works.

Thanks!
J

Don't equate the LA game to any form of D&D, so have a mindset that allows you to think in the new terms used. The feel/spirit of the game is like OAD&D, but it plays differently.

Check out www.lejendary.com once you have the rules :o

Cheers,
Gary

Jdvn1

Wednesday, 11th May, 2005, 07:05 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh...

Sure i play, and I've been playing regularly for about 20 years--the hiatus was when i was in the Los Angeles area and traveled so much.

I ran Dangerous Journeys, Unhallowed and Mythus campaigns until the T&R lawsuit. I thereafter switched to testing a couple of systems I was developing for use in CRPG designs. One of them gave rise to the Lejendary Adventure FRPG--the game we played last Thursday, the one I usually run for the group that meets here at my place almost every Thursday to play. Of late I have been running some OD&D dungeon crawls for them, and last Saturday I DMed about six hours of OAD&D for a couple of fellows who were visiting to do a magazine article.

Best of all from my perspective is that Jim Ward has recently joined us, and he will be GMing his new Metamorphosis Alpha game for us on a regular basis, so that means I'll be playing a couple of times a month! :cool:

Cheers,
Gary

Hey, sounds like fun. I'm guessing it's been a while since you've played in a game rather than GM'ed? How many different systems have you played?

Col_Pladoh

Wednesday, 11th May, 2005, 07:19 PM

Quote:

Originally Posted by Jdvn1

Hey, sounds like fun. I'm guessing it's been a while since you've played in a game rather than GM'ed? How many different systems have you played?

I played MA with Jim Ward as the GM last month :cool:

Actually, I haven't kept track of the different RPGs I've played, but I suppose it's about 12 or so, not counting a couple of systems I developed for computer game proposals I've done.

Cheers,
Gary

oldschooler

Wednesday, 11th May, 2005, 10:52 PM

Quote:

Originally Posted by Col_Pladoh

Of late I have been running some OD&D dungeon crawls for them, and last Saturday I DMed about six hours of OAD&D for a couple of fellows who were visiting to do a magazine article.

I assume the OD&D game is the one written about over at Dragonsfoot. When you DMed that AD&D game, did you go "by the book" or just have the books handy while making it up as you went? I like trying to go by the book, but the details (like age modifiers for starting PCs, weapon type vs. AC, etc.) always trip me up. I can't seem to keep all the rules called for in my head at the same time.

Gray Mouser

Wednesday, 11th May, 2005, 11:02 PM

Hey Gary I was recently reading through the *Monster Manual* and MM II, specifically regarding Demons and Devils. Under the entry for Demons the table lists them as receiving full damage from *iron* weapons, whereas Devils are immune to such weapons. I've noticed this before, but don't recall having it come into play.

My question is, does this mean that demons are immune to the average sword made from steel? I assume that a magic sword made from steel would affect the demon. Also, would both demons and devils be immune from wooden weapons (such as a club or staff) barring any magical bonuses?

One last question, did you ever have any PC's who faced demons who were armed with iron weapons, or did they simply use magical ones?

Gray Mouser

Jdvn1

Thursday, 12th May, 2005, 07:40 PM

Quote:

Originally Posted by Col_Pladoh

I played MA with Jim Ward as the GM last month :cool:

Actually, I haven't kept track of the different RPGs I've played, but I suppose it's about 12 or so, not counting a couple of systems I developed for computer game proposals I've done.

*Cheers,
Gary*

Maybe you can tell I'm going on a particular train of thought, here.

What sorts of characters do you like to play? Or do you like a wide variety?

What sorts of tricks do you like throwing at your players? Do you ever take ideas from EN World or other people? (If so, tell me about your campaign so I can come up with stuff! ;))

jokamachi

Friday, 13th May, 2005, 11:36 PM

Hi, gary,

We haven't chatted for a while so I hope all is well in your realm. In the meantime I have to ask: what's the deal with the Hall of Many Panes? I keep hearing that it's going to be released but then it gets delayed again and again. Are we going to see it anytime soon? I look forward to running it in what I hope will be the near future.

As for other matters, I need to bounce a couple Greyhawk questions off you. First off, what's up with the Egg of Coot? Can you give us the insider's story on that one? No one has provided a satisfactory answer as to who or what it is.

Also, I heard that in your original Greyhawk campaign the island of Japan was located on Oerth. Where exactly was it located? Anywhere near the Flanaess? How about Aquaria?

Anyway, thanks for covering some old ground for me,

jokamachi

P.S. By the way, is Mordenkainen still retired? If not, has he been on any adventures lately?

Yeoman99

Saturday, 14th May, 2005, 02:02 AM

Hey Colonel! Been playing D&D for 24 years now which has been a real pleasure, so firstly my thanks.

I have a question regarding the Doppelganger. All damage descriptions of this monster give a d12 damage. Given the nature of these creatures how did you view this damage being done? I imagine that if a weapon was being used from a previous victim then the damage would be variable. So I tend to see the d12 damage being from the doppelgangers limb, perhaps changing into a weapon-like appendage (a bit like the Terminator 2 robot that was fighting Schwarzenegger)

Am I on the right tracks?

Good health! John

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SuStel

Sunday, 15th May, 2005, 12:38 AM

Who's got the map?

Hi, Gary! A situation came up this evening that made me wonder how things were done back when D&D was new and you had a score of players crammed in your basement.

My girlfriend is also my GM (ain't love grand?), but I'm not attending tonight's D&D game. Since I'm usually the mapper, I have the maps of the levels we've explored so far, and so I scanned them in and e-mailed them to her, so the players would have the maps for tonight's game.

My questions, therefore, are these: In the early days, who kept the maps between games, the DM or one of the players? If the character of the mapping player was killed and left behind, did he have to surrender his copy of the map to the DM? Or was it just one of those conventions of the game that a map was kept, and who cared where it was supposed to be?

Thanks in advance for your answer!

Tuzenbach

Sunday, 15th May, 2005, 04:55 AM

Gary,

Here's an old one, but a good one (I hope! :uhoh:). Crafting the rules for AD&D way back when, what exactly (or approximately, even! :)) was going through your head as to the differentiation between the "long sword" versus the "broad sword". Thanks!

The Great Bear King

Sunday, 15th May, 2005, 05:23 AM

Gary would you check my Nethermancer class (including) revisions to see if it's unbalanced in any way.

Joseph Elric Smith

Sunday, 15th May, 2005, 01:12 PM

Wow either you missed the post explaining how much Gary charges an hour for consultation, or you have a lot of money to burn :)
Ken

Quote:

*Originally Posted by **The Great Bear King****Gary would you check my Nethermancer class (including) revisions to see if it's unbalanced in any way.*

Tuzenbach

Sunday, 15th May, 2005, 04:26 PM

Quote:

*Originally Posted by **The Great Bear King****Gary would you check my Nethermancer class (including) revisions to see if it's unbalanced in any way.*

Erm.....

Bear King,

I'm really not trying to speak for Gary but, AIUI, he really doesn't care about 3E or any sort of D&D post AD&D. And that includes classes constructed to post AD&D specifications. I realize you're a fairly new poster and fairly new to D&D, so I can understand your mistake. But for future reference, please try to keep the subject matter to D&D circa 1986 and prior, or general DMing/playing techniques (that aren't post AD&D-rules-specific). Thanks!

palleomortis

Sunday, 15th May, 2005, 09:48 PM

Ok, this has probably been asked a BILLION times, but what do you think of all the newer D20 products out. Sucha as the ones in dragon mag.?

That, and what do you think of the newer D&D editions?

ScottyG

Monday, 16th May, 2005, 02:36 AM

Quote:

Originally Posted by **Tuzenbach**

Gary,

Here's an old one, but a good one (I hope! :uhoh:). Crafting the rules for AD&D way back when, what exactly (or approximately, even! :)) was going through your head as to the differentiation between the "long sword" versus the "broad sword". Thanks!

Tuzenbach, the broad sword is similar to earlier versions of the broad/long sword. They were primarily chopping weapons and damage was as much bludgeoning as from blade cuts, the tips were rounded as often as not. Long swords could be thought of as later era swords where the quality of steel had improved to the point where a sharp edge and point could be maintained.

Scott

Jdvn1

Monday, 16th May, 2005, 04:07 AM

Hm, four days since Gary's been here.

BOZ

Monday, 16th May, 2005, 05:36 AM

i'd be patient.

TerraDave

Monday, 16th May, 2005, 02:51 PM

He's good at checking back in.

Jdvn1

Monday, 16th May, 2005, 07:46 PM

Well, he's missed the thread before, so at the very least a bump is useful.

Col_Pladoh

Monday, 16th May, 2005, 08:07 PM

Quote:

Originally Posted by **oldschooler**

I assume the OD&D game is the one written about over at Dragonsfoot. When you DMed that AD&D game, did you go "by the book" or just have the books handy while making it up as you went? I like trying to go by the book, but the details (like age modifiers for starting PCs, weapon type vs. AC, etc.) always trip me up. I can't seem to keep all the rules called for in my head at the same time.

Well...

I consider the rules something to consult when you are absolutely stuck for what to do.

Read them, know the main mechanics, and then play the game so that all concerned are having fun :lol:

Cheers,
Gary

Col_Pladoh

Monday, 16th May, 2005, 08:14 PM

Quote:

Originally Posted by **Gray Mouser**

Hey Gary I was recently reading through the Monster Manual and MM II, specifically regarding Demons and Devils. Under the entry for Demons the table lists them as receiving full damage from iron weapons, whereas Devils are immune to such weapons. I've noticed this before, but don't recall having it come into play.

that's correct.

Quote:

My question is, does this mean that demons are immune to the average sword made from steel? I assume that a magic sword made from steel would affect the demon. Also, would both demons and devils be immune from wooden weapons (such as a club or staff) barring any magical bonuses?

Yes, only magic weapons (and cold-wrought iron ones) affect demons. That includes steel ones and wooden weapons, unless one is a rakshasa, they being subject to wot as other demonic types are to iron.

Quote:

One last question, did you ever have any PC's who faced demons who were armed with iron weapons, or did they simply use magical ones?

Gray Mouser

Iron weapons affect demons, and so yes, I have DMed a cleric PC in a party that used an iron mace to harm a demon, a low level one of Type I or II, I don't recall which it was.

Cheers,
Gary

Col_Pladoh

Monday, 16th May, 2005, 08:21 PM

Quote:

Originally Posted by Jdvn1

Maybe you can tell I'm going on a particular train of thought, here.

What sorts of characters do you like to play? Or do you like a wide variety?

I like a variety of different characters when I play, although if I am doing well with a particular one then I stay with that PC until the general mission is concluded or a new direction for adventuring is indicated.

Quote:

What sorts of tricks do you like throwing at your players? Do you ever take ideas from EN World or other people? (If so, tell me about your campaign so I can come up with stuff! ;))

The only way I discuss GMing is in the books I write or in modules;) By the same token I do not read other RPGs or GMs material to purloin ideas. However, i do pick up some GMing ideas from paying in another GM's game.

There's a brief account of my *Metamorphosis Alpha* adventuring posted over in the LA game section of the boards at www.dragonsfoot.org.

Cheers,
Gary

Col_Pladoh

Monday, 16th May, 2005, 08:40 PM

Quote:

Originally Posted by jokamachi

Hi, gary,

We haven't chatted for a while so I hope all is well in your realm. In the meantime I have to ask: what's the deal with the Hall of Many Panes? I keep hearing that it's going to be released but then it gets delayed again and again. Are we going to see it anytime soon? I look forward to running it in what I hope will be the near future.

The proper ones to ask are the Trolls, they being the publishers. However, I am assured that the art has been completed and that the *Hall of Many Panes* will be released quite soon.

Quote:

As for other matters, I need to bounce a couple Greyhawk questions off you. First off, what's up with the Egg of Coot? Can you give us the insider's story on that one? No one has provided a satisfactory answer as to who or what it is.

the Egg of coot is a creation of Dave Arneson's. He has stated that it was drawn from the name of Gregg Scott, a chap who disdained fantasy as "unmanly"--as opposed to the micro-scale armored fighting vehicles he manufactured and purveyed :lol:

Quote:

Also, I heard that in your original Greyhawk campaign the island of Japan was located on Oerth. Where exactly was it located? Anywhere near the Flanaess? How about Aquaria?

That is so, but Oerik was not as as it is, rather it was North America with a Western European flavor east of the Mississippi and other cultures to the west of it. So Japan was where it is on earth

Quote:

Anyway, thanks for covering some old ground for me,

jokamachi

P.S. By the way, is Mordenkainen still retired? If not, has he been on any adventures lately?

Welcome.

Mordenkainen has not ventured forth from his citadel for about five years. The last adventure he assisted with was to deal with a pair of ancient white dragons. Of course he is still available for action if there's the proper occasion. I am playing a *Metamorphosis Alpha* character now that was created back around 1977, and it is a blast!

Cheers,
Gary

Col_Pladoh

Monday, 16th May, 2005, 08:42 PM

Quote:

Originally Posted by **Yeoman99**

Hey Colonel! Been playing D&D for 24 years now which has been a real pleasure, so firstly my thanks.

I have a question regarding the Doppelganger. All damage descriptions of this monster give a d12 damage. Given the nature of these creatures how did you view this damage being done? I imagine that if a weapon was being used from a previous victim then the damage would be variable. So I tend to see the d12 damage being from the doppelgangers limb, perhaps changing into a weapon-like appendage (a bit like the Terminator 2 robot that was fighting Schwarzenegger)

Am I on the right tracks?

Good health! John

Howdy John:)

Appreciate your good words.

You indeed have the correct concept of the damage from the doppelganger. the weapon is an extension of the creature, and thus the damage is a constant.

Cheers,
Gary

Col_Pladoh

Monday, 16th May, 2005, 08:47 PM

Quote:

Originally Posted by **SuStel**

Hi, Gary! A situation came up this evening that made me wonder how things were done back when D&D was new and you had a score of players crammed in your basement.

My girlfriend is also my GM (ain't love grand?), but I'm not attending tonight's D&D game. Since I'm usually the mapper, I have the maps of the levels we've explored so far, and so I scanned them in and e-mailed them to her, so the players would have the maps for tonight's game.

My questions, therefore, are these: In the early days, who kept the maps between games, the DM or one of the players? If the character of the mapping player was killed and left behind, did he have to surrender his copy of the map to the DM? Or was it just one of those conventions of the game that a map was kept, and who cared where it was supposed to be?

Thanks in advance for your answer!

Heh, but don't get miffed if your GM happens to be rude to your PC. Love can fly out the proverbial window then :eek:

Then as now in my campaigns, as well as those i play in, the mapper keeps the map. If he doesn't show up for a session, then the others are stuck for a map. Trailing maps became popular for just this sort of reason, and I usually make same when I am mapping someplace where I won't likely need to know thoroughly for game puproses.

Cheers,
Gary

Col_Pladoh

Monday, 16th May, 2005, 08:50 PM

Quote:

Originally Posted by **Tuzenbach**

Gary,

Here's an old one, but a good one (I hope! :uhoh:). Crafting the rules for AD&D way back when, what exactly (or approximately, even! :)) was going through your head as to the differentiation between the "long sword" versus the "broad sword". Thanks!

It was the differences between the two weapons, namely a thinner blade with a thrusting point for the longsword. the broadsword is more of a cleaving only weapon, although it can be thrust.

Cheers,
Gary

Col_Pladoh

Monday, 16th May, 2005, 08:51 PM

Quote:

Originally Posted by **The Great Bear King**

Gary would you check my Nethermancer class (including) revisions to see if it's unbalanced in any way.

Actually, I regretfully decline that invitation...not that I have plenty of my own work to take care of or anything like that....uhoh:

Cheers,
Gary

Col_Pladoh

Monday, 16th May, 2005, 08:58 PM

Quote:

*Originally Posted by **palleomortis***

Ok, this has probably been asked a BILLION times, but what do you think of all the newer D20 products out. Sucha as the ones in dragon mag.?

That, and what do you think of the newer D&D editions?

Being a courteous person, one who respects the opinions of the Good Folks who maintain this excellent website, the preferences of many of the persons who post hereon, I won't say more than this:

I do not find new D&D to my liking, so I have no comment to make about the D20 products offered anywhere, save that the few that bear my name have been done in collaboration with a fellow who does know the new D&D system intimately;)

In short, different strokes for different folks!

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Monday, 16th May, 2005, 09:00 PM

Quote:

*Originally Posted by Jdvn1**Hm, four days since Gary's been here.*

I didn't receive email notification of posts here. Ken alerted me to the condition here, my inexcusable neglect, via one of my email lists.

Cheerio,
Gary

Jdvn1

Monday, 16th May, 2005, 09:01 PM

Quote:

*Originally Posted by Col_Pladoh**I didn't receive email notification of posts here. Ken alerted me to the condition here, my inexcusable neglect, via one of my email lists.*

Cheerio,
Gary

Inexcusable? It wouldn't be the first time the email notification didn't kick in.

Col_Pladoh

Monday, 16th May, 2005, 09:11 PM

Quote:

*Originally Posted by Jdvn1**Inexcusable? It wouldn't be the first time the email notification didn't kick in.*

hooray!

Then I am excused...whew :lol:

Forging excuses when i cut classes in high school, my usual, was the work of my dear friend Tom Keogh, for he was most artistic and clever at such things :lol:

Ciao,
Gary

palleomortis

Monday, 16th May, 2005, 09:18 PM

:p You sound a bit like my dad. The whole "horray!" thing.:p (good stuff!:p :lol:)

Col_Pladoh

Monday, 16th May, 2005, 09:28 PM

Quote:

*Originally Posted by palleomortis**:p You sound a bit like my dad. The whole "horray!" thing.:p (good stuff!:p :lol:)*

"Well Son," he noted paternally,

I am surely old enough to be your father, seeing as how I have six kinder ranging in age from the 40s down to a stripling of 18 tender years ;)

I surmise that old farts must like to use ejaculations such as "horray!" and "yippee" and "by the Great Horn Spoon!" :lol:

Cheerio,
Gary

SuStel

Monday, 16th May, 2005, 10:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh, but don't get miffed if your GM happens to be rude to your PC. Love can fly out the proverbial window then :eek:

Hee! No worries there. I'm constantly suggesting new ways she can gleefully murder our party members. And if I ever feel like taking revenge, I can do it in the next game of *Paranoia* that I run!

Quote:

Then as now in my campaigns, as well as those i play in, the mapper keeps the map. If he doesn't show up for a session, then the others are stuck for a map. Trailing maps became popular for just this sort of reason, and I usually make same when I am mapping someplace where I won't likely need to know thoroughly for game puposes.

Thanks again for the reply. Now here's a followup question (and please forgive my ignorance): what's a trailing map? My best guess, based on your use of them and on what I can find on the Internet, is that it's a simple sketch with primary features marked (e.g., "orcs here").

Henry

Monday, 16th May, 2005, 10:24 PM

Quote:

*Originally Posted by **Col_Pladoh***

I surmise that old farts must like to use ejaculations such as "hooray!" and "yippee" and "by the Great Horn Spoon!" :lol:

You forgot "Od's Bodkins!", and "By Jove!" ;)

(Which is interesting, because Odin never had a dagger, did he?)

Col_Pladoh

Monday, 16th May, 2005, 10:47 PM

Quote:

*Originally Posted by **SuStel***

...what's a trailing map? My best guess, based on your use of them and on what I can find on the Internet, is that it's a simple sketch with primary features marked (e.g., "orcs here").

A line going in the direction taken with a note beside it such as "60 feet", a rectangle for a room with the dimensions noted and the contents/occu[j]ants, etc. Quick and easy to make, but not a good depiction of what fills an area;)

Cheers,
Gary

Col_Pladoh

Monday, 16th May, 2005, 10:48 PM

Quote:

*Originally Posted by **Henry***

You forgot "Od's Bodkins!", and "By Jove!" ;)

(Which is interesting, because Odin never had a dagger, did he?)

Thunderation!

So I did :]

Cheers,
Gary

Tuzenbach

Tuesday, 17th May, 2005, 03:14 AM

Quote:

*Originally Posted by **Col_Pladoh***

*I surmise that old farts must like to use **ejaculations** such as "hooray!" and "yippee" and "by the Great Horn Spoon!" :lol:*

*Cheerio,
Gary*

:eek: Erm.....did Gary Gygax just use the word "ejaculations"????? :confused:

Jdvn1

Tuesday, 17th May, 2005, 07:09 AM

Quote:

*Originally Posted by **Tuzenbach***

:eek: Erm.....did Gary Gygax just use the word "ejaculations"????? :confused:

... No! Nothing to see here, move along.

Col_Pladoh

Tuesday, 17th May, 2005, 03:10 PM

Quote:

*Originally Posted by **Tuzenbach***

:eek: Erm.....did Gary Gygax just use the word "ejaculations"????? :confused:

Heh...

Yes, Beavis, and you got me.

I was thinking "expostulations" when I entered that word... :heh:

Ah, the shame of it :\

Cheers,
Gary

Henry

Tuesday, 17th May, 2005, 03:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

Ah, the shame of it :

Bah, bunkum, I say!

Since "ejaculations" may also validly pertain to "emphatic exclamations expressing emotion", I profess that I perceive no pernciousness in your preference. *Honi soit qui mal y pense!*

Gentlegamer

Tuesday, 17th May, 2005, 03:42 PM

Quote:

*Originally Posted by **Henry***

Bah, bunkum, I say!

Since "ejaculations" may also validly pertain to "emphatic exclamations expressing emotion", I profess that I perceive no pernciousness in your preference. Honi soit qui mal y pense!

I read the word in this way, as well.

Col_Pladoh

Tuesday, 17th May, 2005, 04:19 PM

Quote:

*Originally Posted by **Henry***

Bah, bunkum, I say!

Since "ejaculations" may also validly pertain to "emphatic exclamations expressing emotion", I profess that I perceive no pernciousness in your preference. Honi soit qui mal y pense!

Ah but...

Note the reference to "Beavis." In that vein I am culpable.

:eek:
Gary

Quote:

Originally Posted by **Col_Pladoh**

"Well Son," he noted paternally,

I am surely old enough to be your father, seeing as how I have six kinder ranging in age from the 40s down to a stripling of 18 tender years ;)

I surmise that old farts must like to use ejaculations such as "hooray!" and "yippee" and "by the Great Horn Spoon!" :lol:

Cheerio,

Gary

But poppa', What does "ejaculations" mean?:p (sorry, couldn't help it.):heh:

So what do you think of all the "young hudlums"(or whatever you...er..."kind elders of the community", call us) playing one of your creations?

Col_Pladoh

Tuesday, 17th May, 2005, 06:32 PM

Quote:

Originally Posted by **palleomortis**

But poppa', What does "ejaculations" mean?:p (sorry, couldn't help it.):heh:

As Henry was so ind as to post this definition of the term, a quote should suffice :p

"ejaculations" "emphatic exclamations expressing emotion"

Quote:

So what do you think of all the "young hudlums"(or whatever you...er..."kind elders of the community", call us) playing one of your creations?

To quote what the father of a friend of mine, one Joe Ragont of Chicago said c. 1954 to him regarding, amongst others, none other than me: "So you stand around-a on the corner with your no-good-a hoodlum friends smokin' cigarettes, eh?" (Joe's father was from Naples, so read that with an Italian accent.)

Of course we wore brown leather jackets with the collar turned up, had our greased-back hair in duck-tail, and sported pegged pants, long key chains, and blue suede shoes.

Now who's a hood?

:lol:

Gary

Henry

Tuesday, 17th May, 2005, 07:27 PM

Quote:

Originally Posted by **Col_Pladoh**

Of course we wore brown leather jackets with the collar turned up, had our greased-back hair in duck-tail, and sported pegged pants, long key chains, and blue suede shoes.

Now who's a hood?

:lol:

Gary

I know it's the right age and all, and the place and period, but I suffer a complete mental disconnect picturing Gary as a Greaser. -- It's like picturing your parents as teenagers. :)

Col_Pladoh

Tuesday, 17th May, 2005, 08:02 PM

Quote:

Originally Posted by **Henry**

I know it's the right age and all, and the place and period, but I suffer a complete mental disconnect picturing Gary as a Greaser. -- It's like picturing your parents as teenagers. :)

Well Dude!

What was every old fart once but a young and likely foolish teen?

As I have a good memory, I can relate well to young people today, even though their idea of being cool is pretty different from that I reveled in in the 1950s... And indeed Big Mamma Thornton cut Elvis Presley's rendition of *You Ain't Nothing but a Hound Dog* as cold as Carl Perkins cut him doing *Blue Suede Shoes* :o

You would have loved me in my silver-gray with blue splash weave one-button roll suit :eek:

Cheers,
Gary

palleomortis

Tuesday, 17th May, 2005, 08:49 PM

Hey, I got a question for ya'. What do you kids think of D&D? Do they play it as much as some of the wackos on here (sorry wack-os), or do they just see it as another game to play from time to time?(My dad raised me on it, so I love the game quite a lot)

Ok, sorry, forgot to ask the question that I logged on for in the first place. Why is it that it cost xp for you to creat an item? (or was it not like this in the start?)

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Gary Gygax Q&A, Part IX

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palleomortis

Tuesday, 17th May, 2005, 08:56 PM

HEY, I WAS POSTER NUMBER 300!!!! WOOOHOOOOOO!!! Sorry, I just thought it was cuase for celebration. Should I put the champaign away?

BOZ

Tuesday, 17th May, 2005, 09:01 PM

Quote:

Originally Posted by **Tuzenbach**

:eek: Erm.....did Gary Gygax just use the word "ejaculations"????? :confused:

<http://www.m-w.com/>

Main Entry: ejac-u-la-tion

Pronunciation: i-"ja-ky&-'IA-sh&n

Function: noun

1 : <edited because grandma noah has been abused too much lately> ;)

2 : something ejaculated; especially : a short sudden emotional utterance

Col_Pladoh

Tuesday, 17th May, 2005, 09:02 PM

Quote:

Originally Posted by **palleomortis**

Hey, I got a question for ya'. What do you kids think of D&D? Do they play it as much as some of the wackos on here (sorry wack-os), or do they just see it as another game to play from time to time?(My dad raised me on it, so I love the game quite a lot)

Be Polite to all of Us Fanatics...

As for my children playing, is gin & tonic refreshing?

The first two play-testers for the first draft of the D&D game back in 1972 were my two eldest children, Ernie and Elise. Eventually all of the others playes--Heidi, Cindy, Luke, and Alex. These days, none of the girls play, and the two older boys are unable to get in much RPG activity beacuse of their work, although Ernie and Luke wrote the D20 module *The Lost City of Gaxmoor*. Alex, the youngest of the lot is an inveterate player of RPGs and computer attempts at RPGs :mad:

Cheers,
Gary

palleomortis

Tuesday, 17th May, 2005, 09:22 PM

Sounds like the life!! So what about the xp and the item creations thing?

Col_Pladoh

Tuesday, 17th May, 2005, 09:57 PM

Quote:

Originally Posted by **palleomortis**

Sounds like the life!! So what about the xp and the item creations thing?

Okay,

As for creating items, that was basically what retired PCs of magical persuation were allowed to do in my campaign. I left that to other DMs to decide for themselves, but the clear message is that such things should be discovered by adventues and quests, not created in the magical lab. Never could much in the way of magical gear be found for purchase either--maybe +1 arrows or a few healing potions if I were in a most generous mood.

XP's were not considered for item creation in the original game.

Cheerio,
Gary

BOZ

Tuesday, 17th May, 2005, 10:21 PM

it sure was easier on the DM that way, but it's a lot of fun for the PC to be able to do this on his downtime. ;)

IIRC, 2E had "rules" (more like suggestions) on how to make non-artifact magic items, but everything was such a challenge that it was just about not worth the effort. ;)

Col_Pladoh

Tuesday, 17th May, 2005, 10:28 PM

Quote:

*Originally Posted by **BOZ***

it sure was easier on the DM that way, but it's a lot of fun for the PC to be able to do this on his downtime. ;)

IIRC, 2E had "rules" (more like suggestions) on how to make non-artifact magic items, but everything was such a challenge that it was just about not worth the effort. ;)

Pfui!

If t palyer can't find something more adventurous for his mage PC to do during downtime that making potent magic utems, let that character take up knitting and tatting. My m-us were always bust re-charging wands and the like until essentially retired. then they made magic items--usually by cmbining two or more existing ones gained honorably in questing :mad:

Heh,
Gary

Gray Mouser

Tuesday, 17th May, 2005, 10:42 PM

What's the point of creating a slew of magic items in order to go on a quest in order *to find magic items*????

I can see scribing a scroll or two or brewing a potion before an unusually tough adventure, but come on people!

Gray Mouser

Col_Pladoh

Tuesday, 17th May, 2005, 11:14 PM

Quote:

*Originally Posted by **Gray Mouser***

*What's the point of creating a slew of magic items in order to go on a quest in order *to find magic items*????*

I can see scribing a scroll or two or brewing a potion before an unusually tough adventure, but come on people!

Gray Mouser

Nota Bene:

Gray Mouser gains the Zagyg Seal of Approval for his observation ;)

Cheers,
Gary

palleomortis

Wednesday, 18th May, 2005, 05:13 AM

So basically, The XP cost for items was just to discourage PCs from making things, and rather to find them?

(And my dad wants to know why there arn't any lepricans in the game? I can't tell if he is really joking, he seems to do that alot.)

Deogolf

Wednesday, 18th May, 2005, 02:55 PM

Quote:

*Originally Posted by **palleomortis***

So basically, The XP cost for items was just to discourage PCs from making things, and rather to find them?

(And my dad wants to know why there arn't any lepricans in the game? I can't tell if he is really joking, he seems to do that alot.)

He might want to check out the first Monster Manual - those little tricksters can be found there ;)

BOZ

Wednesday, 18th May, 2005, 03:04 PM

Quote:

Originally Posted by **palleomortis**

And my dad wants to know why there aren't any lepricans in the game? I can't tell if he is really joking, he seems to do that alot.

well, there were until 3E came out. ;) <http://www.enworld.org/cc/converted/...CreatureID=843>

Gray Mouser

Wednesday, 18th May, 2005, 03:06 PM

Quote:

Originally Posted by **Col_Pladoh**

Nota Bene:

Gray Mouser gains the Zagyg Seal of Approval for his observation ;)

*Cheers,
Gary*

Heh, my thanks to the Mad Archmage himself :)

My attitude was, of course, fostered by doing the very thing I suggested in the first place. Seeing as how your PC's are adventurers it seems they'd be more interested in actually *adventuring* than sitting around waiting for their wizards, alchemists, scribes, et. al. to whip up a Staff of Power or a Vorpal Sword. Such behavior doesn't seem very heroic to me.

Gray Mouser

gizmo33

Wednesday, 18th May, 2005, 04:11 PM

Quote:

Originally Posted by **Col_Pladoh**

Gray Mouser gains the Zagyg Seal of Approval for his observation ;)

Since the chance of facing the Mad Archmage in his dungeon seems somewhat safely in the too-distant future (HINT, HINT), I'll go ahead and disagree:

Creating magic items (ex. knitting a bag of holding), hiring henchmen, building castles, resting to heal wounds, getting a tattoo, etc. are all fine and honorable activities for adventurers IMO during their "down time". There's a natural limit to these activities in most cases, imposed by the resources required. Seems to me that in a world with plenty of opportunities for adventure and trouble, there's enough pressure to adventure that the DM doesn't really have to work too hard to prod.

palleomortis

Wednesday, 18th May, 2005, 04:27 PM

Hey, I got a question for Ya, Gary. I have always wondered what your favorite creature was in the game. (And if it is NOT a dragon, which is your favorite dragon?)

For all you others, thank for the advice. Is there a way I could turn that into a class or race?(the lepricon)

gideon_thorne

Wednesday, 18th May, 2005, 04:37 PM

Quote:

Originally Posted by **palleomortis**

Hey, I got a question for Ya, Gary. I have always wondered what your favorite creature was in the game. (And if it is NOT a dragon, which is your favorite dragon?)

For all you others, thank for the advice. Is there a way I could turn that into a class or race?(the lepricon)

Dig around in folklore and various mythological subjects on these critters and use the ideas from such to develop the leprechaun. Illusionary, shape changing and wish magic seem to be the staple of most tales on these beings.

The World Guide to Gnomes, Faeries, Elves and Other Little People by Thomas Keightley might be of the most use. :)

Pete

"That Thorny Dude"

palleomortis

Wednesday, 18th May, 2005, 04:42 PM

Is there a section in the DMG to help with kinda stuff?

gideon_thorne

Wednesday, 18th May, 2005, 04:47 PM

Quote:

*Originally Posted by **palleomortis***

Is there a section in the DMG to help with kinda stuff?

There was something in the AD&D DMG about creating new races and classes I seem to recall. Not sure about the newer edition DMG, I dont own it.

francisca

Wednesday, 18th May, 2005, 04:49 PM

Quote:

*Originally Posted by **Col_Pladoh***

As for my children playing, is gin & tonic refreshing?

Only when the spirit in question is of high quality and the whole concoction served at the proper temperature.

A Professor once told a class I was in, "Life is too short to drink poor alchcohol, get the good stuff, which at this time of the year is Gin."

After that, I drank less, but better. :p

ScottyG

Thursday, 19th May, 2005, 12:33 AM

Quote:

*Originally Posted by **palleomortis***

So basically, The XP cost for items was just to discourage PCs from making things, and rather to find them?

There is no XP cost for items in 1E. The XP value listed is the XP reward gained by the character that gets the items.
Scott

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Gary Gygax Q&A, Part IX

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Mark

Thursday, 19th May, 2005, 02:51 AM

Quote:

Originally Posted by **ScottyG**

There is no XP cost for items in 1E. The XP value listed is the XP reward gained by the character that gets the items.

Scott

EXP?

Col_Pladoh

Thursday, 19th May, 2005, 03:36 PM

Quote:

Originally Posted by **gizmo33**

Since the chance of facing the Mad Archmage in his dungeon seems somewhat safely in the too-distant future (HINT, HINT), I'll go ahead and disagree:

Creating magic items (ex. knitting a bag of holding), hiring henchmen, building castles, resting to heal wounds, getting a tatoo, etc. are all fine and honorable activities for adventurers IMO during their "down time". There's a natural limit to these activities in most cases, imposed by the resources required. Seems to me that in a world with plenty of opportunities for adventure and trouble, there's enough pressure to adventure that the DM doesn't really have to work too hard to prod.

Bah!

Zagy's *Raspberries* are awarded to all concerned with such flummery. If PCs have the location to house laboratory, forges, equipment, library and the great amount of time needed for creating magical items then they must be elderly and retired, not spry and adventuring.

Cheers,
Gary

Col_Pladoh

Thursday, 19th May, 2005, 03:46 PM

Quote:

Originally Posted by **palleomortis**

Hey, I got a question for Ya, Gary. I have always wondered what your favorite creature was in the game. (And if it is NOT a dragon, wich is your favorite dragon?)

For all you others, thanx for the advice. Is there a way I could turn that into a class or race?(the lepricon)

Well, Pilgrim...

Much as with naming favorites if any sort, I have to state I have no favorite monster...aside from the one the PC team is assailing at any given time, of course.

This is not to say that I do not develop special antagonists for the PCs to get to know and fear, loathe, and seek to be rid of. Obmi the dwarf was my favorite for a time, and of course I made sure that the players would not be able to have their characters end his career. The "Old Guard" kobolds were a lot of fun too :lol:

Cheers,
Gary

Col_Pladoh

Thursday, 19th May, 2005, 03:54 PM

Quote:

Originally Posted by **francisca**

Only when the spirit in question is of high quality and the whole concoction served at the proper temperature.

A Professor once told a class I was in, "Life is too short to drink poor alchcohol, get the good stuff, which at this time of the year is Gin."

After that, I drank less, but better. :p

Heh...

Advice well taken, I must agree.

However, it is bootless to have champagne tastes on a beer pocketbook :confused:

As with a Scotsman who can drink any given amount, I am always up for a bottle of premier grand cru class Bordeaux or Burgundy, vintage French champagne, ancient armagnac or cognac, old ports and sherries, top shelf liquor of any sort, and real ales and similar micro-brewery potables. As for gin, Bombay Sapphire is about as good as it comes, no :cool: Of course I no longer imbibe to excess, gray hair bringing me that wisdom...

Ciao,
Gary

Col_Pladoh

Thursday, 19th May, 2005, 03:55 PM

Quote:

*Originally Posted by **ScottyG***

*There is no XP cost for items in 1E. The XP value listed is the XP reward gained by the character that gets the items.
Scott*

That is absolutely accurate!

Cheers,
Gary

palleomortis

Thursday, 19th May, 2005, 09:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well, Pilgrim...

Much as with naming favorites if any sort, I have to state I have no favorite monster...aside from the one the PC team is assailing at any given time, of course.

This is not to say that I do not develop special antagonists for the PCs to get to know and fear, loathe, and seek to be rid of. Obmi the dwarf was my favorite for a time, and of course I made sure that the players would not be able to have their characters end his career. The "Old Guard" kobolds were a lot of fun too :lol:

*Cheers,
Gary*

You GOTTA have a favorite DRAGON tho, everyone has a favorite dragons!!!!

Storm Raven

Thursday, 19th May, 2005, 09:34 PM

Quote:

*Originally Posted by **Col_Pladoh***

Bah!

Zagyg's Raspberries are awarded to all concerned with such flummery. If PCs have the location to house laboratory, forges, equipment, library and the great amount of time needed for creating magical items then they must be elderly and retired, not spry and adventuring.

You mean that no one would ever rent such things for short term projects?

gideon_thorne

Thursday, 19th May, 2005, 09:43 PM

Quote:

*Originally Posted by **palleomortis***

You GOTTA have a favorite DRAGON tho, everyone has a favorite dragons!!!!

My favorite dragon is basted in a light duck sauce and breaded in garlic.

yum!

Col_Pladoh

Thursday, 19th May, 2005, 10:15 PM

Quote:

Originally Posted by **palleomortis**

You GOTTA have a favorite DRAGON tho, everyone has a favorite dragons!!!!

Would you believe a gold one? that's so even though Mordenkainen has two red ones in his citadel's subterranean complex...

Cheers,
Gary

Col_Pladoh

Thursday, 19th May, 2005, 10:17 PM

Quote:

Originally Posted by **Storm Raven**

You mean that no one would ever rent such things for short term projects?

Rent?

What pilgrim would rent a valuable magic item to a bunch of adventurers? :uhoh:

Heh,
Gary

palleomortis

Thursday, 19th May, 2005, 11:08 PM

Quote:

Originally Posted by **Col_Pladoh**

Would you believe a gold one? that's so even though Mordenkainen has two red ones in his citadel's subterranean complex...

*Cheers,
Gary*

Nice, I don't think too little of them, But i just don't like the way they look with the whiskers.:heh: I prefer the solver with the whole majestic look thing going on.:cool:

Col_Pladoh

Saturday, 21st May, 2005, 09:28 PM

As for the best looking dragons, I must say that I have always thought the Oriental depictions are tops. Of course, the great interest in drakes arising from the D&D game has certainly brought to the fore many excellent illustrations of most imaginative and artistic sort.

Cheers,
Gary

palleomortis

Sunday, 22nd May, 2005, 02:02 AM

What work do you do now?

Col_Pladoh

Sunday, 22nd May, 2005, 03:56 PM

Quote:

Originally Posted by **palleomortis**

What work do you do now?

I would like to be semi-retired, do little work and mostly read, play games, and watch interesting TV programs, but...

I am doing a modicum of creative work, a few hours a week, a fair bit more business related labor, and a whole lot of correspondence and board postings. So I am kept occupied this some four hours a day, seven days per.

Cheerio,
Gary

palleomortis

Sunday, 22nd May, 2005, 05:45 PM

Sounds good. Hey, if I could be occupied 4 hours a day HERE I would be livin' the life!

Col_Pladoh

Sunday, 22nd May, 2005, 06:01 PM

Quote:

Originally Posted by **palleomortis**

Sounds good. Hey, if I could be occupied 4 hours a day **HERE** I would be livin' the life!

All is relative...

I enjoyed working 70 or more hours a week before the health problem. NMow I just run out of steam ag=fter a couple of hours at the keyboard.

Cheerio,
Gary

palleomortis

Monday, 23rd May, 2005, 03:26 AM

Health problem?

(Do you ever do signitures? Like on books and things of the sort?)

Col_Pladoh

Monday, 23rd May, 2005, 04:14 AM

Quote:

Originally Posted by **palleomortis**

Health problem?

(Do you ever do signitures? Like on books and things of the sort?)

Yes.

As for autographing, I do indeed have signing sessions at conventions--the Lake Geneva Game Convention at the end of July and the Canadian National Gaming Expo at the end of August.

Cheers,
Gary

palleomortis

Monday, 23rd May, 2005, 03:47 PM

Do you know of any conventions near OR?

francisca

Monday, 23rd May, 2005, 04:06 PM

Quote:

Originally Posted by **Col_Pladoh**

Yes.

As for autographing, I do indeed have signing sessions at conventions--the Lake Geneva Game Convention at the end of July and the Canadian National Gaming Expo at the end of August.

Cheers,
Gary

Greetings Gary!

I'll be at the LGGC, with my Efrete covered DMG, eagerly awaiting your pen! Preregistered last week, and am greatly looking forward to the event.

Cheers!

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TerraDave

Monday, 23rd May, 2005, 07:04 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh...

Advice well taken, I must agree.

However, it is bootless to have champagne tastes on a beer pocketbook :confused:

As with a Scotsman who can drink any given amount, I am always up for a bottle of premier grand cru class Bordeaux or Burgundy, vintage French champagne, ancient armagnac or cognac, old ports and sherries, top shelf liquor of any sort, and real ales and similar micro-brewery potables. As for gin, Bombay Sapphire is about as good as it comes, no :cool: Of course I no longer imbibe to excess, gray hair bringing me that wisdom...

Ciao,
Gary

And as summer follows spring, the talk returns to food and drink (or at least drink!).

And speaking of summer, now is the time for cold fruity drinks: **daiquiris, margaritas, mai thais**. I had a "**mangorita**" at a Thai place last night...that was good...I could go for another right now...

Col_Pladoh

Monday, 23rd May, 2005, 07:48 PM

Quote:

Originally Posted by **palleomortis**

Do you know of any conventions near OR?

Sorry,

I don't try to keep up with all the gaming cons that are being held. You might try a web search for that.

I can sat that the first GenCon was graced by the presence of one Jerry white from Portland, IIRR. He brought his "Siege of Bodenberg" miniatures and castle, causing me to become a devotee of the Hauser 40mm figurines :uhoh:

Cheers,
Gary

Col_Pladoh

Monday, 23rd May, 2005, 07:51 PM

Quote:

Originally Posted by **francisca**

Greetings Gary!

I'll be at the LGGC, with my Efreet covered DMG, eagerly awaiting your pen! Preregistered last week, and am greatly looking forward to the event.

Cheers!

That's fine :cool:

Don't hesitate to bring it and any other treasured item you'd like me to sign right up to me and let me know you're there for an autograph. It is always an honor for me to do that...except when I am in GMing a game or speaking to a formal audience :heh:

Cheers,
Gary

jokamachi

Monday, 23rd May, 2005, 07:53 PM

Gary,

It's been fun to read all of your comments of late; of course dwarven women have beards! How anyone could think otherwise is beyond me!

Anyway, and more to the point, I'm curious to know how you developed the mind flayer. Did you have any source of inspiration or was it designed from scratch?

Sincerely,

jokamachi

Col_Pladoh

Monday, 23rd May, 2005, 07:55 PM

Quote:

*Originally Posted by **TerraDave***

And as summer follows spring, the talk returns to food and drink (or at least drink!).

*And speaking of summer, now is the time for cold fruity drinks: **daiquiris, margaritas, mai thais**. I had a "**mangorita**" at a Thai place last night...that was good...I could go for another right now...*

Right! One must prioritize :lol:

I usually drink gin & tonic in warm weather, although a rum drink is refreshing. When we were in Santa Monica some years back our host directed us to a saloon near the north end of the beach that served "Kick-ass Margaritas" that were absolutely delicious...and potent. Sadly, I have to watch my salt intake these days, so that sort of spoils the drink for me :\

Cheers,
Gary

Col_Pladoh

Monday, 23rd May, 2005, 08:01 PM

Quote:

*Originally Posted by **jokamachi***

Gary,

It's been fun to read all of your comments of late; of course dwarven women have beards! How anyone could think otherwise is beyond me!

Anyway, and more to the point, I'm curious to know how you developed the mind flayer. Did you have any source of inspiration or was it designed from scratch?

Sincerely,

jokamachi

Happy to answer...

When I was contemplating the denizens for the vasty subterranean realms I determined to create some interesting races to populate the underdark. As with the drow, the Illithids came mostly from my imagination after a spark of inspiration. For the drow it was the dictionary mention as dark elves. For the mind flayers it was the cover of Brian Lumley's paperback book, *The Burrowers Beneath*. the thirs race was the Kuo-toans, but they proved to be less popular... Simple as that ;)

Cheers,
Gary

TerraDave

Monday, 23rd May, 2005, 08:38 PM

Quote:

*Originally Posted by **Col_Pladoh***

Right! One must prioritize :lol:

I usually drink gin & tonic in warm weather, although a rum drink is refreshing. When we were in Santa Monica some years back our host directed us to a saloon near the north end of the beach that served "Kick-ass Margaritas" that were absolutely delicious...and potent. Sadly, I have to watch my salt intake these days, so that sort of spoils the drink for me :)

*Cheers,
Gary*

The G&T, always a classic, and readily found in any former part of the British Empire (or actually pretty much anywhere on earth these days). Ginn is also pretty good with grapefruit juice....there are plenty of low sodium alternatives :D

palleomortis

Monday, 23rd May, 2005, 08:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

That's fine :cool:

Don't hesitate to bring it and any other treasured item you'd like me to sign right up to me and let me know you're there for an autograph. It is always an honor for me to do that...except when I am in GMing a game or speaking to a formal audience :heh:

Cheers,
Gary

And then, with a mighty roar, the dragon lept toward you and.. 'OH!!! IT'S YOU! YOU'RE..YOU'RE...YOU'RE GARY GYGAX!!! CAN I HAVE YOUR AUTOGRAPH!!!:confused: :uhoh: :p

Col_Pladoh

Monday, 23rd May, 2005, 09:03 PM

Quote:

Originally Posted by **TerraDave**

The G&T, always a classic, and readily found in any former part of the British Empire (or actually pretty much anywhere on earth these days). Ginn is also pretty good with grapefruit juice....there are plenty of low sodium alternatives :D

I do enjoy a Gordon's and orange juice, an orange blossom if you will. A nice Bombay Sapphire martini, straight up, a drop of vermouth and perhaps a drop of cointreau with stilton cheese-stuffed olives is a good appetizer, as is a gibson with sweet onions, no vermouth at all.

Don the Beachcomber's that was once in Malibu did a great Navy Grog with Rum 181 that was a near psychedelic experience, much better than the Dark & Stormy drinks favored in Bermuda.

Nothing tastes the same as the salt on the rim of the margarita class though :(

Cheerio,
Gary

palleomortis

Monday, 23rd May, 2005, 09:06 PM

Was your original game a lot simpler than the ones out now? It seems impossible for one guy to come up with half of the rules we have now.

Col_Pladoh

Monday, 23rd May, 2005, 09:06 PM

Quote:

Originally Posted by **palleomortis**

And then, with a mighty roar, the dragon lept toward you and.. 'OH!!! IT'S YOU! YOU'RE..YOU'RE...YOU'RE GARY GYGAX!!! CAN I HAVE YOUR AUTOGRAPH!!!:confused: :uhoh: :p

I urge no-hesitation in regards speaking to me, because I've noticed, and been told, that some gamers are hesitant to approach me for autographs or a word or two--a couple of the the very reasons I am at the con :eek:

Cheers,
Gary

palleomortis

Monday, 23rd May, 2005, 09:11 PM

You GM alot? Any requirment to join your games?

Col_Pladoh

Monday, 23rd May, 2005, 09:14 PM

Quote:

Originally Posted by **palleomortis**

Was your original game a lot simpler than the ones out now? It seems impossible for one guy to come up with half of the rules we have now.

Short answer: Yes.

If you check out the OD&D game, read the supplements *Greyhawk* and *Eldritch Wizardry*, then check out OAD&D, you'll have a good insight into the development of the game's complexity development, and of the added complications that came with them.

I am attempting to keep the *Legendary Adventure* game as rules light as possible, but the coming revised edition will have a few rules additions and changes, as well as a whole ream of added "stuff" for the PCs and the GM.

Cheers,
Gary

Col_Pladoh

Monday, 23rd May, 2005, 09:18 PM

Quote:

Originally Posted by **palleomortis**

You GM alot? Any requirment to join your games?

I was the constant GM, but as Jim Ward has recently joined the group, he takes over periodically to manage those duties, and I get to play :D

The main requirement for a newbie with the group is available space. We have about nine persons now, but fortunately a couple are usually absent for one reason or another. the table is comfortable for six, seven in a pinch, but when there are eight or nine, some have to take chair nearby.

Cheers,
Gary

palleomortis

Monday, 23rd May, 2005, 09:22 PM

Alright, Please don't kill me for askin' this, but who is "Jim Ward".

I know I have heard the name before, but I am not quite sure were. Little help please!?!

Gray Mouser

Monday, 23rd May, 2005, 09:22 PM

Quote:

Originally Posted by **Col_Pladoh**

I was the constant GM, but as Jim Ward has joined the group, he takes over periodically to manage those duties, and i get to play :D

The main requirement for a newbie with the group is available space. We have about nine persons now, but fortunately a couple are usually absent for one reason or another. the table is comfortable for six, seven in a pinch, but when there are eight or nine, some have to take chairn nearby.

*Cheers,
Gary*

Heh, have I mentioned I wish I lived in Wisconsin? ;)

Gray Mouser

palleomortis

Monday, 23rd May, 2005, 09:23 PM

Wisconsin? Let's see, from OR? I could walk!

Col_Pladoh

Monday, 23rd May, 2005, 09:34 PM

James M. "Jim" Ward is, amongst other things, the creator of the *Metamorphosis Alpha* and *Gamma World* RPGs.

Winters here in Wisconsin are pretty dismal, but at least one can game...if the roads are clear for travel.

Cheers,
Gary

gizmo33

Monday, 23rd May, 2005, 09:39 PM

Quote:

Originally Posted by **Col_Pladoh**

Zagyg's Raspberries are awarded to all concerned with such flummery. If PCs have the location to house laboratory, forges, equipment, library and the great amount of time needed for creating magical items then they must be elderly and retired, not spry and adventuring.

Aha, now I know why it was a guy with a fortress that released Zagyg's prisoners. He must not have liked raspberries or flummery as much as I do.

Col_Pladoh

Monday, 23rd May, 2005, 10:05 PM

Quote:

Originally Posted by **gizmo33**

Aha, now I know why it was a guy with a fortress that released Zagyg's prisoners. He must not have liked raspberries or flummery as much as I do.

You will always be served raspberries when a flummery is presented to me :p

Cheers,
Gary

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Gary Gyax Q&A, Part IX

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BOZ

Monday, 23rd May, 2005, 10:50 PM

Quote:

*Originally Posted by **palleomortis***

who is "Jim Ward".

Drawmij. :)

palleomortis

Tuesday, 24th May, 2005, 12:06 AM

Say what?

Gentlegamer

Tuesday, 24th May, 2005, 01:01 AM

Whatever you do, don't cast Drawmij's Instant Death.*

*spell effect: Drawmij, whoever he is, instantly dies

Jdvn1

Tuesday, 24th May, 2005, 01:54 AM

Hello, Gary!

The latest Star Wars movie has been buzzing all over the boards here, so I was curious to know if you've seen it and what you thought of it. Or do you tend to watch other sorts of movies? I didn't like Star Wars as much as most, but I did like Kingdom of Heaven.

grodog

Tuesday, 24th May, 2005, 07:05 AM

Hiya Gary---

Sorry for the slow reply, I was in NJ for my brother Phil's wedding, and just got back at the end of last week.

Quote:

*Originally Posted by **Col_Pladoh***

As a matter of fact the plan is to create entirely new maps, so none of the areas in the castle and dungeons will ever have been previously explored. Of course into the new maps will go the most interesting and remarkable features of the original dungeons Rob and I did separately or jointly. There will be "side levels" that are difficult to find too.

That sounds good. Out of curiosity, why are you planning to redesign the levels? From what I understand, from comments you and Rob have made before, they're pretty much 8 1/2 x 11 sheets of graph paper, right? Are you planning to expand/contract the levels, combine existing levels into larger ones, etc.?

Quote:

We plan to broadly theme levels, based on inhabitants or major feature of the area.

Sounds good.

Quote:

To say more rather takes away from the object of the work--to explore and discover what is there, survive and best the challenges, and carry forth rewards.

Oh, of course---sorry, I don't want to reveal/learn spoilers by any means, since I'm hoping to find someone to run the levels for me vs. me reading them as my first experience of them!

Quote:

As for the original dungeons we devised, there were a couple of levels that were pretty much shunned, but to the best of my recollection every one of the 40-some in the dungeons was explored to some extent. The prototypical Plant Master's area was entered by one of my PCs--and a couple of other players' characters too, but I don't remember any names after 30 years and a single visit.

Thanks for the details, as always :D

While I was in NJ, I found an old TSR shipping box that I thought I had lost years ago. In it, amongst other treasures, were my letters to/from you and also Rob c. 1987-88. You were still running NIPi at the time, and Rob was still immersed in Creations Unlimited. Did you recall publishing a "Realms of Adventure" newsletter after #2? I found my copies of #s 1 and 2 (which, ironically, I had literally just replaced the week before...), and was curious about any others you may have produced. I also found my refund letter for the cancelled NIPi Necropolis; did you have other NIPi rpg projects that were never published but that might see the light of day at some point?

oldschooler

Tuesday, 24th May, 2005, 01:39 PM

Quote:

*Originally Posted by **palleomortis***

Say what?

Drawmij is the name of an old player character. His spells are still found in the Player's Handbook to this day. Spell his name backwards to see who the original player of that character was!

Henry

Tuesday, 24th May, 2005, 02:47 PM

Paleomortis, for some really interestig D&D history, go to Grodog's site above (<http://www.greyhawkonline.com/grodog/greyhawk.html>) for some additional information. You may find that a lot of the names lingering around the player's handbook (Bigby, Mordenkainen, Melf, etc.) were originally player characters run by players in Gary's old 1970's D&D games.

Col_Pladoh

Tuesday, 24th May, 2005, 04:42 PM

Quote:

*Originally Posted by **Jdvn1***

Hello, Gary!

The latest Star Wars movie has been buzzing all over the boards here, so I was curious to know if you've seen it and what you thought of it. Or do you tend to watch other sorts of movies? I didn't like Star Wars as much as most, but I did like Kingdom of Heaven.

While I am not a rabid fan, I have seen all of the Star Wars flicks a couple of times, and I plan to see the Revenge of the Sith in a week or two...when the crowds are less dense;)

From what I have read regarding the treatment of the Saracens as opposed to the Christians in Kingdom of Heaven, it is one I'll skip. My first published game design was the Battle of Arsouf, so I am fairly well conversant with the Crusades.

Cheers,
Gary

Col_Pladoh

Tuesday, 24th May, 2005, 04:52 PM

Quote:

*Originally Posted by **grodog***

...

That sounds good. Out of curiosity, why are you planning to redesign the levels? From what I understand, from comments you and Rob have made before, they're pretty much 8 1/2 x 11 sheets of graph paper, right? Are you planning to expand/contract the levels, combine existing levels into larger ones, etc.?

The final (third revision) first level was 17" x 22", as were some of the "side levels." Also, some levels were done on 5, 6, or 8 squares to the inch graph paper, one on a hex sheet.

Otherwise, all the material will be new, with kEy areas recreated on them, just as I said;)

...

Quote:

While I was in NJ, I found an old TSR shipping box that I thought I had lost years ago. In it, amongst other treasures, were my letters to/from you and also Rob c. 1987-88. You were still running NIPi at the time, and Rob was still immersed in Creations Unlimited. Did you recall publishing a "Realms of Adventure" newsletter after #2? I found my copies of #s 1 and 2 (which, ironically, I had literally just replaced the week before...), and was curious about any others you may have produced. I also found my refund letter for the cancelled NIPi Necropolis; did you have other NIPi rpg projects that were never published but that might see the light of day at some point?

As I recall #2 was the last of the RoAs that NIPi produced.

There were a lot of projected products that the chaps who ran NIPi--and I was not one of them other than chairing the BoD--planned to do. There was a list of books and various games and modules that never got into production. I don't have a list, only a hazy recollection of the matter.

Cheers,
Gary

palleomortis

Tuesday, 24th May, 2005, 06:37 PM

Hey, thanx all. I didn't know this kinda stuff existed. Nice. Where did you say this guy lived?

jokamachi

Tuesday, 24th May, 2005, 06:38 PM

Hey, Gary,

For your money what are the hardest monsters to beat? Which of these would you least like to face off against?

jokamachi

gideon_thorne

Tuesday, 24th May, 2005, 06:57 PM

Quote:

*Originally Posted by **palleomortis***

Hey, thanx all. I didn't know this kinda stuff existed. Nice. Where did you say this guy lived?

Its always a good thing to learn the history of the rpg industry, seeing as good folks like Gary, Jim Ward, Frank Mentzer, Dave Arneson, Rob Kuntz and other such notables practically invented the concept. :)

Col_Pladoh

Tuesday, 24th May, 2005, 07:12 PM

Quote:

*Originally Posted by **jokamachi***

Hey, Gary,

For your money what are the hardest monsters to beat? Which of these would you least like to face off against?

jokamachi

Whoa, and that's a loaded question!

What sort of PC class am I playing, what level, and what sort of equipment does that character have?

The hardest monsters to beat are other PCs I should think :eek:

I hate to be surprised by anything that can petrify a PC, of course, and level-draining monsters are just plain nasty.

When Mordenkainen and Bigby were laid low by that iron golem that could levitate, breathe fire, and had a whip of petrification and a poison sword I was at the time personally pretty sure that not much worse an opponent could come down the pike :)

Cheers,
Gary

Henry

Tuesday, 24th May, 2005, 07:43 PM

Quote:

*Originally Posted by **jokamachi***

Hey, Gary,

For your money what are the hardest monsters to beat?

Answer: The one you didn't walk away from. :lol:

Similarly, the one you'd hate to face, is the one who just killed your last PC in 1 round flat. :)

Gray Mouser

Tuesday, 24th May, 2005, 07:46 PM

Quote:

*Originally Posted by **Col_Pladoh***

When Mordenkainen and Bigby were laid low by that iron golem that could levitate, breathe fire, and had a whip of petrification and a poison sword I was at the time personally pretty sure that not much worse an opponent could come down the pike :)

Cheers,

Gary

OK, Colonel, a statement like that just begs for the question: What have you faced that was **t9 o gd tffam** the (in)famous iron golem???

Gray Mouser

Col_Pladoh

Tuesday, 24th May, 2005, 07:48 PM

Quote:

*Originally Posted by **palleomortis***

Hey, thanx all. I didn't know this kinda stuff existed. Nice. Where did you say this guy lived?

If by "this guy" you mean Jim Ward, that's easy. Jim lives in the county seat of Walwrth County, Elkhorn. That's about eight miles from Lake Geneva. Do a websearch for the "Beast of Bray Road" for some interesting reading about the area.

Cheers,
Gary

Jdvn1

Tuesday, 24th May, 2005, 07:49 PM

Quote:

*Originally Posted by **Col_Pladoh***

While I am not a rabid fan, I have seen all of the Star Wars flicks a couple of times, and I plan to see the Revenge of the Sith in a week or two...when the crowds are less dense;)

From what I have read regarding the treatment of the Saracens as opposed to the Christians in Kingdom of Heaven, it is one I'll skip. My first published game design was the Battle of Arsouf, so I am fairly well conversant with the Crusades.

So I'll ask you in a week or two about Star Wars! :D

Actually, I've been highly disappointed with the reviews on Kingdom of Heaven. I understand if you have your reservations, but I'd mention that the reviews are almost all very misleading. The good guys in Kingdom of Heaven are the Christians. The bad guys in Kingdom of Heaven are the Muslims. The movie only mentions Muslims where they have to, as a part of the background or nature. Any review that talks about how Muslims or Christians are treated loses points with me, because the movie just isn't about that. It's not anti-Muslim, but it isn't anti-abortion either. It's an entirely different topic.

... Just had to get that out.

Col_Pladoh

Tuesday, 24th May, 2005, 07:51 PM

Quote:

*Originally Posted by **Gray Mouser***

*OK, Colonel, a statement like that just begs for the question: What have you faced that was **tougher** than the (in)famous iron golem???*

Gray Mouser

Not much of anything.

Tougher stuff my PCs run away from in utmost haste :lol:

Cheers,
Gary

Gray Mouser

Tuesday, 24th May, 2005, 07:52 PM

Hey Gary, I was just curious about your experience with Illusionist characters (I know you have a Gnome Illusionist/Thief PC). Do you (or any of the players you have DM'ed) have any memorable/unexpected/ingenious uses of illusions? I've always been attracted to Illusionists but have never had a lot of experience with them (either DMing them or playing them) and am just curious if you've had any stand out experiences with such characters.

Gray Mouser

Gray Mouser

Tuesday, 24th May, 2005, 07:56 PM

Quote:

*Originally Posted by **Col_Pladoh***

Not much of anything.

Tougher stuff my PCs run away from in utmost haste :lol:

Cheers,
Gary

Heh, showing "the better part of valor" to be sure!

It always amazes me the number of gamers who haven't learned one of the most basic rules of survival when faced with a tougher opponent:
Run away!!!

Gray Mouser

All times are GMT +1. The time now is 04:12 PM.

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Tuesday, 24th May, 2005, 07:56 PM

Okay Jdvn1,

I'll have to pick up the DVD of Kingdom of Heaven when it is released and see if I concur with your assessment. the reviews say it is slanted against the Christians, and my son Luke said it was almost as bad as the hitchhiker's Guide to the Galaxy...

Cheerio,
Gary

Jdvn1

Tuesday, 24th May, 2005, 08:01 PM

Ah, Hitchhiker's Guide to the Galaxy is a horrible movie if you didn't read the books beforehand. It's filled with in-jokes.

This is a spoiler which you'd probably know if you know the crusades:

Col_Pladoh

Tuesday, 24th May, 2005, 08:01 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Gary, I was just curious about your experience with Illusionist characters (I know you have a Gnome Illusionist/Thief PC). Do you (or any of the players you have DM'ed) have any memorable/unexpected/ingenious uses of illusions? I've always been attracted to Illusionists but have never had a lot of experience with them (either DMing them or playing them) and am just curious if you've had any stand out experiences with such characters.

Gray Mouser

My PCs have fallen many a time for a clever illusion, and I have similarly duped many a PC thus when I am DMing.

The trick in using them as a PC is not to have the prospective subjects notice the casting being done, so there will be little reason for them to disbelieve.

I have had an Illusionist PF use illusions of various traps in a dungeon setting to prevent pursuit or slow attacks.

Other than saying that, I've DMed and played so many game sessions clear recollection of outstanding examples not otherwise in a module of essay are not in my easily accessible memory banks :)

Cheers,
Gary

Col_Pladoh

Tuesday, 24th May, 2005, 08:06 PM

Quote:

*Originally Posted by **Jdvn1***

Ah, Hitchhiker's Guide to the Galaxy is a horrible movie if you didn't read the books beforehand. It's filled with in-jokes.

Luke listened to the radio program version of the HGtG, read the books, and watched the TV series. He still thought the movie fell out of the rear end of a horse.

IMO the radio version was far and away the best presentation, albeit I have not seen the motion picture.

Cheers,
Gary

Col_Pladoh

Tuesday, 24th May, 2005, 08:11 PM

Quote:

*Originally Posted by **Gray Mouser***

Heh, showing "the better part of valor" to be sure!

*It always amazes me the number of gamers who haven't learned one of the most basic rules of survival when faced with a tougher opponent:
Run away!!!*

Gray Mouser

Heh...

I might well have named each and every one of my characters Falstaff, or Sir John Oldcastle in regards to beating feet when things looked grim in the odds of winning a confrontation department :heh:

How right you are, though, about the newer players not knowing when to retreat so as to fight another day! that's how my Old Guard Kobolds came into being, grew to be a force--killing PC parties that stayed and fought when it was clear they couldn't beat the little buggers.

Cheers,
Gary

jokamachi

Tuesday, 24th May, 2005, 10:42 PM

Hmmm, I recall Falstaff was wont to embellish the retellings of his retreats with a healthy dose of heroism as well. :)

Col_Pladoh

Tuesday, 24th May, 2005, 11:17 PM

Quote:

*Originally Posted by **jokamachi***

Hmmm, I also recall Falstaff was wont to embellish the retellings of his retreats with a healthy dose of heroism as well.

Certs!

After all, the retrograde movement was but an attack in a different direction...

Cheers,
Gary

jokamachi

Wednesday, 25th May, 2005, 12:07 AM

Hey, Gary

I've often endeavored to place Shakespearean characters in my games (with mixed success, I might add), but just out of curiosity, what sort of stats would you give Falstaff? How about his level(s)?

jokamachi

Col_Pladoh

Wednesday, 25th May, 2005, 12:29 AM

Quote:

*Originally Posted by **jokamachi***

Hey, Gary

I've often endeavored to place Shakespearean characters in my games (with mixed success, I might add), but just out of curiosity, what sort of stats would you give Falstaff? How about his level(s)?

jokamachi

As a matter of fact it is much easier to stat out Falstaff in the LA game system using the skill bundles therein than it is to give him a class and level rating.

In *Lejendary Adventure* game terms I'd give him the Soldier Order Abilities set: Weapons (64 score), Planning (52 score), Ranging (40 score), Physique (30 score)--with a fifth ability of Pretense at c. 20 score. As he is aged and overweight I'd give him stats of Health 50, Precision 50, and Speed 10.

Cheers,
Gary

Jdvn1

Wednesday, 25th May, 2005, 02:06 AM

Quote:

*Originally Posted by **Col_Pladoh***

Luke listened to the radio program version of the HGtG, read the books, and watched the TV series. He still thought the movie fell out of the rear end of a horse.

IMO the radio version was far and away the best presentation, albeit I have not seen the motion picture.

Wow. That's the first I've heard of that. I heard some of the radio version and liked it. The TV series was pretty good, too. Do you know why he didn't like it? I mean, it wasn't the books, but it definitely the same style. Also, the screenplay was at least partially written by Adams.

Elfdart

Wednesday, 25th May, 2005, 03:28 AM

Quote:

Originally Posted by **Gray Mouser**

Heh, showing "the better part of valor" to be sure!

It always amazes me the number of gamers who haven't learned one of the most basic rules of survival when faced with a tougher opponent: Run away!!!

Gray Mouser

Or my favorite: "Play dead -THEN RUN AWAY!"

Gentlegamer

Wednesday, 25th May, 2005, 01:56 PM

Quote:

Originally Posted by **Col_Pladoh**

Not much of anything.

Tougher stuff my PCs run away from in utmost haste :lol:

Instead of crying that the Encounter Level wasn't balanced! Imagine that! :D

From what I remember of accounts gleaned over the years, this was a reliable tactic for escaping "super-tough" encounters in your campaigns. Two I remember best:

1. Tenser, when he declined to fight Acererack by snatching as much loot as he could and teleporting away
2. The Greyhawk regulars that fled from the Isle of the Ape, rather than face Oonga, even though it meant loosing ALL of their magical gear in the process.

I used to recount these anecdotes to players to remind them to not to expect to be able to "defeat" every encounter and that running was a viable option in almost every case.

BOZ

Wednesday, 25th May, 2005, 02:23 PM

hey gary, obscure question that i've been looking to get an answer for awhile... might as well go to the source. ;) did the verbeeg giantkin appear anywhere before the Monster Manual II? i've been looking and asking but noone knows. i know a good percentage of MM2 monsters had previous appearances.

Joseph Elric Smith

Wednesday, 25th May, 2005, 02:25 PM

didn't they show up in the forgotten temple of theruzdun?
ken

Col_Pladoh

Wednesday, 25th May, 2005, 03:24 PM

Quote:

Originally Posted by **Jdvn1**

Wow. That's the first I've heard of that. I heard some of the radio version and liked it. The TV series was pretty good, too. Do you know why he didn't like it? I mean, it wasn't the books, but it definitely the same style. Also, the screenplay was at least partially written by Adams.

All Luke told me was that the film was a dog-log and that he fell asleep attempting to watch it. I'll take his word for the quality of the production...

Cheers,
Gary

Col_Pladoh

Wednesday, 25th May, 2005, 03:29 PM

Quote:

Originally Posted by **BOZ**

hey gary, obscure question that i've been looking to get an answer for awhile... might as well go to the source. ;) did the verbeeg giantkin appear anywhere before the Monster Manual II? i've been looking and asking but noone knows. i know a good percentage of MM2 monsters had previous appearances.

Sure!

As a matter of fact I made up the Verbeeg and used them in some of my campaign encounters, but they were not in print before MMII as I hadn't the time to do a modulE that included them. I had thought to have a mainly outdoor adventure in a woodland setting with the verbeeg being the lumberjacks, a really big one as their leader, and the lot of them pretty difficult to deal with on a rational basis.

Cheers,
Gary

Col_Pladoh

Wednesday, 25th May, 2005, 03:30 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

*didn't they show up in the forgotten temple of theruzdun?
ken*

Been a long time since I've gne over that work, Ken, but I don't think so...

Cheers,
Gary

BOZ

Wednesday, 25th May, 2005, 04:09 PM

Quote:

*Originally Posted by **Col_Pladoh***

Sure!

As a matter of fact I made up the Verbeeg and used them in some of my campaign encounters, but they were not in print before MMII as I hadn't the time to do a modulE that included them. I had thought to have a mainly outdoor adventure in a woodland setting with the verbeeg being the lumberjacks, a really big one as their leader, and the lot of them pretty difficult to deal with on a rational basis.

*Cheers,
Gary*

LOL nice. :) that would have been amusing...

how about the Verme - same question as before.

and one last one - there was a flying version of the kobold called an Urd that was found in a few 2E books. a number of people have sworn that they saw it in some 1EAD&D books, and i suspect that it may have been, but no one has been able to find a pre-2E appearance. any knowledge of this creature?

Col_Pladoh

Wednesday, 25th May, 2005, 04:21 PM

Quote:

*Originally Posted by **BOZ***

LOL nice. :) that would have been amusing...

how about the Verme - same question as before.

and one last one - there was a flying version of the kobold called an Urd that was found in a few 2E books. a number of people have sworn that they saw it in some 1EAD&D books, and i suspect that it may have been, but no one has been able to find a pre-2E appearance. any knowledge of this creature?

I came across the Verme in a book about East Indian folklore, and to the best of my recollection the listing in the MMII was its first appearance, even though i like giant fish in outdoor/underwater adventures.

As for the Urd I can't say, as it isn't a creation of mine and I don't have any idea who created it.

Cheers,
Gary

palleomortis

Wednesday, 25th May, 2005, 06:06 PM

If I were to send something to you with the money to ship it back, would you sign it and send it back?

Gary Gygax Q&A, Part IX

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palleomortis

Wednesday, 25th May, 2005, 06:14 PM

Hey, Gary, Why no avatar?

jokamachi

Wednesday, 25th May, 2005, 06:36 PM

Quote:

Originally Posted by **Col_Pladoh**

As a matter of fact it is much easier to stat out Falstaff in the LA game system using the skill bundles therein than it is to give him a class and level rating.

In Legendary Adventure game terms I'd give him the Soldier Order Abilities set:

Weapons (64 score), Planning (52 score), Ranging (40 score), Physique (30 score)--with a fifth ability of Pretense at c. 20 score. As he is aged and overweight I'd give him stats of Health 50, Precision 50, and Speed 10.

Cheers,
Gary

Interesting take, Gary. I imagine that were it not for his age, Sir John might do fairly well across the board, but not exceptionally in any particular area, save that of wit, perhaps. I would, however, throw in a few levels of thief considering what he gets Hal into. You know, I think a reread of Henry IV is in order...

Take care,

jokamachi

BOZ

Wednesday, 25th May, 2005, 06:41 PM

Quote:

Originally Posted by **Col_Pladoh**

I came across the Verme in a book about East Indian folklore, and to the best of my recollection the listing in the MMII was its first appearance, even though I like giant fish in outdoor/underwater adventures.

As for the Urd I can't say, as it isn't a creation of mine and I don't have any idea who created it.

OK, thanks. :)

Col_Pladoh

Wednesday, 25th May, 2005, 07:32 PM

Quote:

Originally Posted by **palleomortis**

If I were to send something to you with the money to ship it back, would you sign it and send it back?

I will do that reluctantly...and if, and only if, it is a book with a stamped, self-addressed envelope included in the package. I have no interest in finding mailing envelopes and going to the post office and purchasing postage. Signing and putting it out in my mailbox for the postman to pick up is fine.

Cheers,
Gary

Edit: Email me at ggygax@genevaonline.com

Henry

Wednesday, 25th May, 2005, 07:36 PM

It makes me think Gary was the original "No-SASE Ogre" at TSR... :)

Ratughoth

Wednesday, 25th May, 2005, 07:37 PM

Hey Gary I just recieved the Legendary Rules For All Players. Great book but terrible artwork IMHO. Did you have anything to do with the production of this book (artwise) ? Some of the art is of dubious sources (like Devarre Clarke). I like a few of the illus. but (with all respect) ,

some of it is pretty bad.

Col_Pladoh

Wednesday, 25th May, 2005, 07:45 PM

Quote:

*Originally Posted by **Henry***

It makes me think Gary was the original "No-SASE Ogre" at TSR... :)

Right!

Expecting the company you write for the request of a favor to pay for postage is going too far :]

Cheers,
Gary

Col_Pladoh

Wednesday, 25th May, 2005, 07:49 PM

Quote:

*Originally Posted by **Ratughoth***

Hey Gary I just recieved the Lejendary Rules For All Players. Great book but terrible artwork IMHO. Did you have anything to do with the production of this book (artwise) ? Some of the art is of dubious sources (like Devarre Clarce). I like a few of the illus. but come on , some of it is so bad that I just can't lie.

Editing and layout are not in my purview in reagrds the publication of the LA game books.

Funny thing about art is that tastes vary. Not a few persons have admired the illustrations. I am rather indifferent to them, although I do like two of the core rules books covers quite well.

Cheers,
Gary

Col_Pladoh

Wednesday, 25th May, 2005, 07:54 PM

Quote:

*Originally Posted by **jokamachi***

Interesting take, Gary. I imagine that were it not for his age, Sir John might do fairly well across the board, but not exceptionally in any particular area, save that of wit, perhaps. I would, however, throw in a few levels of thief considering what he gets Hal into. You know, I think a reread of Henry IV is in order...

Take care,

jokamachi

As to Falstaff's thievery, that's why I put in Pretense Ability. He talked a good game but didn't really deliver.

Cheers,
Gary

Col_Pladoh

Wednesday, 25th May, 2005, 07:55 PM

Quote:

*Originally Posted by **palleomortis***

Hey, Gary, Why no avatar?

Why bother with that? I don't care about such things. Enough I post here :eek:

Cheers,
Gary

Gray Mouser

Wednesday, 25th May, 2005, 07:58 PM

Howdy, Colonel. I have a question regarding *The Lost Caverns of Tsojcanth* for you. I know it's been quite some time since you wrote this module but I was hoping you could clarify a few things for me.

Booklet #2 contains several new monsters (which later made their way into the MM II), among them Valley Elves and Cooshee (aka "elven dogs"). The Cooshee are listed as "normally found only with sylvan or valley elves." In the wilderness encounters at the beginning of the module there are a couple that involve elves (oone a border patrol from Perrenland where there are elf scouts with the human troops) and another encounter with an "elven warder band." This later group specifically has 3 cooshees along for the ride.

My question is this: are one or both of these groups meant to be *valley elves*? The type of elf involved isn't specified for either encounter. If I had to hazard a guess I'd say the elven scouts with the band from Perrenland would be High Elves from the Quagflow River region (see p. 31 of the *World of Greyhawk* setting). While the Elven band of warders could also be High Elves this would make their cooshee companions quite an exception. Wood Elves could be possible but they'd be a far distance from the Vesve Forest and Valley Elves would be quite a distance from the Valley of the Mage.

Any input on a relatively obscure topic would be greatly appreciated :)

Gray Mouser

Ratughoth

Wednesday, 25th May, 2005, 08:12 PM

Quote:

Originally Posted by **Col_Pladoh**

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Funny thing about art is that tastes vary. Not a few persons have admired the illustrations. I am rather indifferent to them, although I do like two of the core rules books covers quite well.

*Cheers,
Gary*

Don't judge a book by its cover!:D

Gray Mouser

Wednesday, 25th May, 2005, 08:12 PM

Hey Coloonel, another question from *The Lost Caverns...* for ya :)

The module contains several new spells that make their appearance in the *Demonomicon of Iggwilv*, both Clerical and Magic-User spells. As far as I can tell all of these spells made their way into *Unearthed Arcana* except for the 7th level cleric spell "Henley's Digit of Disruption." I'm wondering if this omission was an editorial oversight or did you specifically decide not to include the spell for some reason? (Looking at the chart of cleric spells, if it was included that would have put the number of 7th level spells at 13 instead of the current 12. Perhaps this had something to do with the decision as randomly generating a number between 1 and 13 would be difficult given the platonic solids used for dice.)

I also find it interesting as "Henley's" is the only *named* clerical spell that I am aware of ("Serten's Spell Immunity" doesn't count as it was named after a Cleric but is a Magic-User spell! ;))

Thanks in advance!

Gray Mouser

Col_Pladoh

Wednesday, 25th May, 2005, 08:21 PM

Quote:

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Any input on a relatively obscure topic would be greatly appreciated :)

Gray Mouser

Lengthy question, short reply :)

Wood (sylvan) elves are the ones I had in mind. They are found in small woodlands as well as dense forests, of course.

Cheers,
Gary

Col_Pladoh

Wednesday, 25th May, 2005, 08:29 PM

Quote:

Originally Posted by **Gray Mouser**

Hey Coloonel, another question from *The Lost Caverns...* for ya :)

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Thanks in advance!

Gray Mouser

A very good question and commentary, yours!

First I must say that I can't recall why I named the spell "Henley's"...

I did not knowingly make the decision to not include it. I suspect I overlooked the spell in the haste of getting the material together for the UA ms. however, you are correct in that I would not have listed 13 spells, so maybe it was a subconscious decision so as to avoid having to create three more 7th level Cleric spells. Let's see...

Frodik's Finger of Finagling
Thubbard's Thumb of Insulting and Traveling
and...

Nope!

I can't think of a 16th :eek:

Heh,
Gary

Gray Mouser

Wednesday, 25th May, 2005, 08:50 PM

Quote:

*Originally Posted by **Col_Pladoh***

Lengthy question, short reply ;)

Wood (sylvan) elves are the ones I had in mind. They are found in small woodlands as well as dense forests, of course.

*Cheers,
Gary*

Thanks Gary!

Gray Mouser

Gray Mouser

Wednesday, 25th May, 2005, 08:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

A very good question and commentary, yours!

Heh, thanks :)

Quote:

First I must say that I can't recall why I named the spell "Henley's"...

I did not knowingly make the decision to not include it. I suspect I overlooked the spell in the haste of getting the material together for the UA ms. however, you are correct in that I would not have listed 13 spells, so maybe it was a subconscious decision so as to avoid having to create three more 7th level Cleric spells. Let's see...

*Frodik's Finger of Finagling
Thubbard's Thumb of Insulting and Traveling
and...*

Nope!

I can't think of a 16th :eek:

*Heh,
Gary*

How about "Tenser's Terrible Two-fingered Salute"? After all, since Serten got a Magic-User spell it's only fair that a Mage get a Clerical spell ;)

Heh, and I just noticed that both Serten and Tenser were PC's of Ernie's!

Gray Mouser

SuStel

Wednesday, 25th May, 2005, 09:06 PM

Hey, Gary!

I was wondering how much of a new dungeon you create (for your own DMing, not necessarily for publication) before your players enter it for the first time. This isn't a level-of-detail question, mind you, it's a quantity question. Do you just map and key a single level, several levels, or the entire dungeon all at once? How long (cumulatively) do you typically spend on this pre-first-adventure process?

Col_Pladoh

Wednesday, 25th May, 2005, 09:08 PM

Quote:

*Originally Posted by **Gray Mouser***

Heh, thanks :)

How about "Tenser's Terrible Two-fingered Salute"? After all, since Serten got a Magic-User spell it's only fair that a Mage get a Clerical spell ;)

Heh, and I just noticed that both Serten and Tenser were PC's of Ernie's!

Gray Mouser

That's all very well for you to urge, but i am still stuck on "Henley"...

:heh:

Gary

Gray Mouser

Wednesday, 25th May, 2005, 09:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

That's all very well for you to urge, but i am still stuck on "Henley"...

:heh:

Gary

And there's no mention of who the name sake is in *Lost Caverns* either! :uhoh:

Gray Mouser

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Col_Pladoh

Wednesday, 25th May, 2005, 09:14 PM

Quote:

*Originally Posted by **SuStel****Hey, Gary!**I was wondering how much of a new dungeon you create (for your own DMing, not necessarily for publication) before your players enter it for the first time. This isn't a level-of-detail question, mind you, it's a quantity question. Do you just map and key a single level, several levels, or the entire dungeon all at once? How long (cumulatively) do you typically spend on this pre-first-adventure process?*

I do the area to be explored before having the team of characters begin adventuring in it. If i am pressed I'll not complete al the parts of an extensive work before play begins, but i did all of the separate scenarios, over 50, in the Hall of Many Panes, before the players bEgan adventuring in it.

Sometimes I spend a few minutes for session preparation, and at other times it is an extended time period of days or weeks--usually because it is something I plan to publish.

Cheers,
Gary

TerraDave

Wednesday, 25th May, 2005, 09:20 PM

Quote:

*Originally Posted by **Col_Pladoh****Luke listened to the radio program version of the HGtG, read the books, and watched the TV series. He still thought the movie fell out of the rear end of a horse.**Cheers,
Gary*

rear end of a horse, dog-log, this is getting as bad as the King Arthur portion of the Q&A :lol:

Oh well, at least we can say that S4 and its companion WG4 where adventures (in fact between the two a veritable mini-campaing setting) of note, and agree on that!

And, between the two, a *lot* of things where introduced. But of course this was true of the Ds, and S3 Expedition to the Barrier Peaks...

jokamachi

Wednesday, 25th May, 2005, 09:25 PM

Quote:

*Originally Posted by **Col_Pladoh****As to Falstaff's thievery, that's why I put in Pretense Ability. He talked a good game but didn't really deliver.**Cheers,
Gary*

Words were most definitely the man's meat and bread, save that of the actual meat and bread, of which he consumed quite a bit...

I will, at some point, have to play Falstaff in one of my games. I can't think of a more challenging or purely delightful role to play. He wouldn't last very long around a paladin, though... ;)

By the way, have you ever seen Orson Welle's 'Chimes at Midnight?' It pieces together every scene in which Falstaff appeared. That is, both Henrys and the Merry Wives of Winsdor. If you haven't seen it, check it out; it's quite a ride...

TTYL,

Jokamachi

Henry

Wednesday, 25th May, 2005, 09:32 PM

Quote:

1 Attachment(s)

Originally Posted by **Col_Pladoh**

That's all very well for you to urge, but i am still stuck on "Henley"...

:heh:

Gary

BEHOLD! Henley's Digit of Disruption! :)

Col_Pladoh

Wednesday, 25th May, 2005, 09:47 PM

Quote:

Originally Posted by **TerraDave**

rear end of a horse, dog-log, this is getting as bad as the King Arthur portion of the Q&A :lol:

...

At least we moved from the horse's rear to what the dog left behind, and from there if we watch our step we should come out clean :eek:

Cheers,

Gary

palleomortis

Thursday, 26th May, 2005, 05:52 AM

Yeay!!!!!!!!!!

Col_Pladoh

Thursday, 26th May, 2005, 03:33 PM

Quote:

Originally Posted by **jokamachi**

...

By the way, have you ever seen Orson Welle's 'Chimes at Midnight?' It pieces together every scene in which Falstaff appeared. That is, both Henrys and the Merry Wives of Windsor. If you haven't seen it, check it out; it's quite a ride...

TTYL,

Jokamachi

As a matter of fact I have not seen Orson's *Chimes at Midnight*. As a great fan of his directing and acting, I will certainly make a point of tracking down that work.

Thanks for the tip :cool:

Gary

Col_Pladoh

Thursday, 26th May, 2005, 03:34 PM

Quote:

Originally Posted by **Henry**

BEHOLD! Henley's Digit of Disruption! :)

:uhoh:

That is a rude gesture!

:lol:

Gary

Col_Pladoh

Thursday, 26th May, 2005, 03:38 PM

Quote:

Originally Posted by **palleomortis**

Yeay!!!!!!!!!!

One must always watch one's step when the chips are down.

BTW, I just received an email from someone regarding the *Revenge of Sith*, and he said it was so dull he fell asleep in the death scene. His particular characterization of the film was "smoking turd"... :eek:

:heh:
Gary

Henry

Thursday, 26th May, 2005, 03:54 PM

Gary, I'd have to discount that one. As a Star Wars fan, I found "Sith" to be one of the better ones in the series. I'd probably place it below my favorite, "Empire Strikes Back," in entertainment value and plot development, and as sheer eye-candy it wasn't bad either.

Col_Pladoh

Thursday, 26th May, 2005, 04:06 PM

Quote:

*Originally Posted by **Henry***

Gary, I'd have to discount that one. As a Star Wars fan, I found "Sith" to be one of the better ones in the series. I'd probably place it below my favorite, "Empire Strikes Back," in entertainment value and plot development, and as sheer eye-candy it wasn't bad either.

Right!

I plan to see the movie to judge for myself. I have heard that the special effects were excellent, that the acting was quite poor, but in all worth the price of the ticket. However, I do tend to fall asleep in films that drag... :]

Cheers,
Gary

Truth Seeker

Thursday, 26th May, 2005, 04:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

Right!

I plan to see the movie to judge for myself. I have heard that the special effects were excellent, that the acting was quite poor, but in all worth the price of the ticket. However, I do tend to fall asleep in films that drag... :]

*Cheers,
Gary*

Kind Sir, methinks you will not fall to slumber that easy...there are many things to see in that film, that should not be missed.

And forgive me, it is a pleasure, to see you in good health.

Col_Pladoh

Thursday, 26th May, 2005, 05:11 PM

Quote:

*Originally Posted by **Truth Seeker***

Kind Sir, methinks you will not fall to slumber that easy...there are many things to see in that film, that should not be missed.

And forgive me, it is a pleasure, to see you in good health.

My thanks, Truth Seeker :)

As a matter of fact they recently upped the dosage of one of my meds, so I am not quite as full of beans as I was--the stuff takes about two or three months for one's system to become accustomed to, so I was advised by a comrade who takes similar medication, and so I discovered for myself. Anyway, I hope to again get back into being able to work here at the keyboard for longer periods of time, as I really enjoy creative work. That demands a lot from me though, intense concentration for relatively uninterrupted hours so as to maintain continuity and cover all the bases.

Enough of this wah-wahing :) \

Cheers,
Gary

BOZ

Thursday, 26th May, 2005, 05:59 PM

ep 3 is a lot more action packed than the previous two, i would say. :)

Col_Pladoh

Thursday, 26th May, 2005, 06:06 PM

Quote:

*Originally Posted by **BOZ***

ep 3 is a lot more action packed than the previous two, i would say. :)

So I have noted from critics reviewing the film ;)

Cheers,
Gary

Jdvn1

Friday, 27th May, 2005, 03:47 AM

Quote:

*Originally Posted by **Col_Pladoh***

Why bother with that? I don't care about such things. Enough I post here :eek:

*Cheers,
Gary*

My thoughts exactly. I only got one because people were bugging me to get one. And I'm here more often than you.

Col_Pladoh

Friday, 27th May, 2005, 04:20 AM

Quote:

*Originally Posted by **Jdvn1***

My thoughts exactly. I only got one because people were bugging me to get one. And I'm here more often than you.

You bowed to pressure...perhaps wisely, as you are a very active poster here ;)

Cheers,
Gary

Jdvn1

Friday, 27th May, 2005, 04:29 AM

Quote:

*Originally Posted by **Col_Pladoh***

You bowed to pressure...perhaps wisely, as you are a very active poster here ;)

*Cheers,
Gary*

That was my rationale, anyway. :D

Also, I've had this avatar (I made it myself! It makes for a cool background too) for a while and enjoy it.

TheGogmagog

Friday, 27th May, 2005, 05:31 AM

Gary, I saw this question over in the rules forum. You have any ideas on it? I thought if you didn't know there isn't much hope. I'm also curious about 2nd edition.

Quote:

*Rules - Errata for OD&D 1974 Edition
Hi all,*

From the OD&D FAQ (1975 version) which originally appeared in THE STRATEGIC REVIEW Vol. 1, No. 2 (Summer 1975):

"In addition, there are a few errors which have been corrected by means of additional sheet in the latest printing of D & D. Those of you with sets of the rules which do not contain these corrections can acquire one simply by sending a stamped return envelope to TSR requesting "D & D Corrections"."

This errata sheet is, of course, not available from WOTC so I am wondering, does anyone still have this, that would be willing to provide this information or does anyone know where I might go to find a copy of this?

*Thanks a heap for any info you might have,
Llaurenela*

ColonelHardisson

Friday, 27th May, 2005, 01:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

As a matter of fact I have not seen Orson's Chimes at Midnight. As a great fan of his directing and acting, I will certainly make a point of tracking down that work.

Thanks for the tip :cool:

Check out "F for Fake," also, if you already haven't. A very fun, clever documentary...well, part of it is a documentary...

Speaking of films, Gary, have you seen "Frazetta: Painting with Fire"? Excellent documentary on Frazetta, with recent interview footage of him.

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Friday, 27th May, 2005, 03:23 PM

Quote:

Originally Posted by **TheGogmagog**

Gary, I saw this question over in the rules forum. You have any ideas on it? I thought if you didn't know there isn't much hope. I'm also curious about 2nd edition.

Sadly, all of my special D&D library items were siezed by Loprraine Williams when she took over the company in 1984. I never got any of those books or games or other items back.

In short, I haven't the errate material. It should be in The Strategic Review, though, and those are on the PDf, no?

Cheers,
Gary

Col_Pladoh

Friday, 27th May, 2005, 03:25 PM

Quote:

Originally Posted by **ColonelHardisson**

Check out "F for Fake," also, if you already haven't. A very fun, clever documentary...well, part of it is a documentary...

Speaking of films, Gary, have you seen "Frazetta: Painting with Fire"? Excellent documentary on Frazetta, with recent interview footage of him.

Dang!

I haven't seen F for Fake either, so I'll have to look for that also.

As to the Frazetta interview, is it on the telly?

Cheers,
Gary

thufur

Friday, 27th May, 2005, 03:40 PM

MM II query

Mr. G,

Do you happen to know who came up with the Moondog in MM II?

Llaurenela

Friday, 27th May, 2005, 03:44 PM

Quote:

Originally Posted by **Col_Pladoh**

Sadly, all of my special D&D library items were siezed by Loprraine Williams when she took over the company in 1984. I never got any of those books or games or other items back.

In short, I haven't the errate material. It should be in The Strategic Review, though, and those are on the PDf, no?

Cheers,
Gary

Hi ya Gary,

That was one cold-hearted. Stop that thought. I have the FAQ from The Strategic Review and it is very helpful. According the FAQ there was a separate errata sheet. I have been trying to find a copy of it or the notes if anyone wrote them in their books. I didn't care at all about any spelling typos I just wanted to see if there were any numbers that should be changed or not.

I have been talking with you in a different net location, but I didn't want to bother you with this there. But now I now about this thread :) I have posted my question in several places. If any of them bear fruit I will share it. I have been playing 1st ed AD&D for years but just recently went back to 1974 D&D since I found a player/ref who played in 1974 who said he will ref one game for us and then he wants to play.

BTW I just got a copy of your Dangerous Journeys Mythus and it is so full of information I am just blown away. I have just started reading thru it

and am already enriched by it.

Cheers & Thanks!!

Llaurenela

Col_Pladoh

Friday, 27th May, 2005, 03:50 PM

Quote:

*Originally Posted by **thufur***

Mr. G,

Do you happen to know who came up with the Moondog in MM II?

Sure do.

That would be me, as is true with the majority of the entries in the work ;) It is a play on the term "sun dog," not a creature at all, of course.

Cheers,
Gary

Col_Pladoh

Friday, 27th May, 2005, 03:57 PM

Howdy Llaurenela,

I don't believe that anyone who knows Lorraine Williams likes her...

We have also been playing some OD&D here of late, mainly dungeon crawls. there is a distinct difference in the play of OD&D and OAD&D.

The DJ Mythus game was one of ultimate detail, crafted so that rules parts could be dropped and the engine would function as well as it did with them as part of the driving force.

My group is now by popular demand back to playing the rules-light, skill-bundle based Lejendary Adventure game system again.

Cheers,
Gary

thufur

Friday, 27th May, 2005, 04:07 PM

Many thanks for saving their arses

Quote:

*Originally Posted by **Col_Pladoh***

Sure do.

That would be me, as is true with the majority of the entries in the work ;) It is a play on the term "sun dog," not a creature at all, of course.

*Cheers,
Gary*

Well then, you are the toast of the town. I had never really read through it's description until about November, when we were finishing up G1 Steading. Seeing as every requirement for a Moondog's willing service was fulfilled prior to them getting their arses handed to them, by moi, I felt that it would be a perfect fit when the party priest cast Implore, begging for help. What 9 ao ad Moondog do? They are friggin awesome. Thanks.

Gray Mouser

Friday, 27th May, 2005, 05:11 PM

Quote:

*Originally Posted by **TheGogmagog***

Gary, I saw this question over in the rules forum. You have any ideas on it? I thought if you didn't know there isn't much hope. I'm also curious about 2nd edition.

I'm not sure if this is what you're looking for, but my pdf of Supplement I (*Greyhawk*) contains the following corrections:

Quote:

((CORRECTIONS))

Page Correction or Addition

5 Dwarves: All dwarves add +1 to hit probabilities, and subtract - 1 from chances to be hit, when fighting the "Giant Class".

Elves: All elves add +1 to their hit probabilities when using sword or bow.

Hobbits: All hobbits add +3 to hit probabilities when using the sling.

6 Add Hobbits to the columns of Law and Neutrality.*

13 ALTERNATIVE COMBAT SYSTEM: Defender's Armor Class 5 vs. Dagger should read

"—1".

15 Magic Armor Effects ... : Chainmail and +1 (shield) should be Armor Class 3 (not 2).

21 7th Level Cleric Spells should include: 11. Gate

26 Extension III should be shown under 6th Level spells. Add to the 7th Level spells: "Gate: Same as Magic-Users' Gate Spell."

30 Speak With Dead: 15th-20th level clerics can converse with creatures dead up to 12 months.

Holy Word: Other effects of the spell are:

Move is Fight at Can cast spell

9th-12th level normal —2 50% chance

5th-8th level nil cannot nil

under 5th level — —

37 BEHOLDERS: If attacked from above all of the small eyes can function simultaneously, but the large eye cannot if they do so. 25% of all hits are upon eyes; 40% of eye damage is on the central eye.

40 HOMONCULOUS: This creature is made and animated only through a special formula involving the talents of both an Alchemist and a Magic-User and is the servant and counterpart of the latter. The Alchemist will require no less than 1-4 weeks, 1,000 Gold Pieces expenditure, and a pint of the Magic-User's blood. When the Homonculous is finished it will be man-like in form, about 18" tall, have a greenish, reptilian skin, leathery wings, and a bat-like mouth with teeth passing on a venom which causes sleep unless the party bitten saves vs. magic. Although the Homonculous cannot speak, it knows what the Magic-User knows, and the latter is able to see and hear through the creature's eyes and ears. These is a telepathic link between the Magic-User and his creature, and the Homonculous can be controlled up to 36" away from its master. It will never willingly pass from this maximum range. If the Homonculous is killed the Magic-User immediately suffers 2-20 points of damage.

GOLEMS: Golems are created by ultra-powerful (or ultra-knowledgable) Magic-Users. They are generally slow of movement but super-powerful. There are three basic types of Golems:

GOLEMS: Flesh: Hit Points-40, Movement-8", Armor Class-9; Stone: Armor Class-5;

Iron: Armor Class-2.

49 Rod of Resurrection: (This should read) A rod which allows its user to resurrect just as if he were a 15th level patriarch. It is usable but once per day. It contains 20 charges, and it cannot be recharged.

54 Gem of Seeing: (Insert this before the Jewel of Attacks ..) This jewel allows the user to see hidden, invisible, out-of-phase, or astrally projected things. The user may not be moving when it is being used. It requires a full turn to scan a 20' wall section or a space volume of 20' square. Range: 3".

55 Talisman of Lawfulness: Range: 3".

Hope this helps.

Gray Mouser

ColonelHardisson

Saturday, 28th May, 2005, 01:36 AM

Quote:

Originally Posted by **Col_Pladoh**

Dang!

I haven't seen F for Fake either, so I'll have to look for that also.

As to the Frazetta interview, is it on the telly?

Cheers,
Gary

The Frazetta documentary - replete with historical overview, film footage of Frank at different points in his life, and commentary from other artists and famous folk who were influenced by him - has been shown a number of times on the Independent Film Channel. It also is available for sale; I've seen an entry on Amazon for it.

Col_Pladoh

Saturday, 28th May, 2005, 03:31 PM

Quote:

Originally Posted by **thufur**

Well then, you are the toast of the town. I had never really read through it's description until about November, when we were finishing up G1 Steading. Seeing as every requirement for a Moondog's willing service was fulfilled prior to them getting their arses handed to them, by moi, I felt that it would be a perfect fit when the party priest cast Implore, begging for help. What **can't** a Moondog do? They are friggin awesome. Thanks.

Heh...

...and my predilection towards making the game a bit tilted in favor of good over Evil comes through there pretty plainly. Those few who wanted the tilt to be towards Evil used to send me whining letters all too frequently :\

Cheers,
Gary

Col_Pladoh

Saturday, 28th May, 2005, 03:38 PM

Quote:

Originally Posted by **ColonelHardisson**

The Frazetta documentary - replete with historical overview, film footage of Frank at different points in his life, and commentary from other artists and famous folk who were influenced by him - has been shown a number of times on the Independent Film Channel. It also is available for sale; I've seen an entry on Amazon for it.

Okay,

That explains why I have never spotted it in the tube. We don't get the Independent Film Channel. I'll see if son Ernie does, and see if he'll record it for me. (I am not one to buy/collect video tapes or DVDs. I do plan to get some of the CDs of Firesign Theater material I have missed or from records worn out. As a Sherlock Holmes fan the *Giant Rat of Sumatra* is at the top of my list!)

Cheers,
Gary

Llaurenela

Saturday, 28th May, 2005, 09:53 PM

Quote:

Originally Posted by **Gray Mouser**

I'm not sure if this is what you're looking for, but my pdf of Supplement I (Greyhawk) contains the following corrections:

Hope this helps.

Gray Mouser

Hi ya Gray Mouser,

Thanks, this Greyhawk errata is in the back of my Greyhawk too. What I am looking for is the errata for Men & Magic, Monsters & Treasure and The Underworld and Wilderness Adventures. I don't really care about misspelled words or anything like that. What I am interested in is this: Are there any numbers/percentages/bonuses/penalties or rule specific items that were misprinted and need to be corrected? If I can confirm that there are no errors of this type then I will stop looking.

Cheers,
Llaurenela

ColonelHardisson

Sunday, 29th May, 2005, 06:17 AM

Quote:

Originally Posted by **Col_Pladoh**

Okay,

That explains why I have never spotted it in the tube. We don't get the Independent Film Channel. I'll see if son Ernie does, and see if he'll record it for me.

Then have Ernie watch for "F for Fake" also, as the IFC has been showing it, too.

grodog

Sunday, 29th May, 2005, 08:29 AM

Quote:

Originally Posted by **Henry**

Paleomortis, for some really interesting D&D history, go to Grodog's site above (<http://www.greyhawkonline.com/grodog/greyhawk.html>) for some additional information. You may find that a lot of the names lingering around the player's handbook (Bigby, Mordenkainen, Melf, etc.) were originally player characters run by players in Gary's old 1970's D&D games.

BTW, thanks for the plug Henry :D

Col_Pladoh

Sunday, 29th May, 2005, 03:28 PM

Speaking of plugs...

I will in the next month or so be likely (99%) to be posting a thread here asking for beta testers for an online game. Those that sign up get lifetime free pass to the game website. I am mentioning it here, now because a heads-up is called for considering the company ;)

Cheers,
Gary

Nathal

Monday, 30th May, 2005, 12:31 AM

Quote:

Originally Posted by **Col_Pladoh**

Speaking of plugs...

I will in the next month or so be likely (99%) to be posting a thread here asking for beta testers for an online game. Those that sign up get lifetime free pass to the game website. I am mentioning it here, now because a heads-up is called for considering the company ;)

Cheers,
Gary

Does this have to do with Lejendary Adventure? I hope so.

Col_Pladoh

Monday, 30th May, 2005, 02:39 AM

Quote:

Originally Posted by **Nathal**

Does this have to do with Lejendary Adventure? I hope so.

No, unfortunately...

The LAO game is still sEeking financing to move to bEta test.

Cheers,
Gary

Gentlegamer

Monday, 30th May, 2005, 02:59 AM

Any info you can give us on the online game?

Serendipity

Monday, 30th May, 2005, 05:00 AM

Quote:

Originally Posted by **Col_Pladoh**

Speaking of plugs...

I will in the next month or so be likely (99%) to be posting a thread here asking for beta testers for an online game. Those that sign up get lifetime free pass to the game website. I am mentioning it here, now because a heads-up is called for considering the company ;)

Cheers,
Gary

Hm. Unless it is temporally dependant (work eats up most of my time) I'm interested.

Jupp

Monday, 30th May, 2005, 10:58 AM

Too bad LAO is still in the freezer. That game did look quite interesting and the folks on the boards of LAO were very friendly.

starts waiting for the towncryer to announce the news of that new game



Gary Gygax Q&A, Part IX

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Col_Pladoh

Monday, 30th May, 2005, 03:46 PM

Quote:

*Originally Posted by **Gentlegamer***

Any info you can give us on the online game?

Not now. Perhaps, as I said, in a few weeks or less.

Cheers,
Gary

Col_Pladoh

Monday, 30th May, 2005, 03:50 PM

Quote:

*Originally Posted by **Jupp***

Too bad LAO is still in the freezer. That game did look quite interesting and the folks on the boards of LAO were very friendly.

starts waiting for the towncrier to announce the news of that new game

Some development continues with the LAO, and there is about four or five man years in coding and graphics invested in the project, so it isn't moribund, merely in need of financing to move it forward to beta test stage...and beyond. That is being worked on by Trigeer's agent.

Gentlegamer

Monday, 30th May, 2005, 03:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

Not now. Perhaps, as I said, in a few weeks or less.

*Cheers,
Gary*

I'll stay tuned!

Col_Pladoh

Monday, 30th May, 2005, 03:55 PM

Quote:

*Originally Posted by **Gentlegamer***

I'll stay tuned!

Just so.

When the time comes I'll post a new thread for the announcement.

Cheers,
Gary

Gray Mouser

Monday, 30th May, 2005, 11:31 PM

Quote:

*Originally Posted by **Col_Pladoh***

Speaking of plugs...

I will in the next month or so be likely (99%) to be posting a thread here asking for beta testers for an online game. Those that sign up get lifetime free pass to the game website. I am mentioning it here, now because a heads-up is called for considering the company ;)

*Cheers,
Gary*

Cool! I'll be on the look out for forthcoming information, Colonel :)

Gray Mouser

grodog

Tuesday, 31st May, 2005, 05:48 AM

Gary, I have a set of related GH queries for you, and this one takes a bit of a preamble to get going.

I've heard variously among the GH diehards that Zagyg and Xagy were actually different beings, and that Xagy was Zagyg's evil twin. I don't recall offhand where I read this, it was likely either in one of your Q&A sessions with Paul Stormberg, in an earlier thread here on ENWorld, or in passing conversation with Scotty, Gene, or somesuch GH grognard.

Joramy and Xagy helped to create Queen Ehlissa's Marvelous Nightingale, according to Mordy (he could be wrong, of course....). I've also read (somewhere) that Joramy was evil in your original GH campaign, which would explain her willingness to work with Xagy to create the artifact. In Eldritch Wizardry, Dave Sutherland's image of Orcus being summoned in the presence of the Nightingale (though no obvious influence via the Nightingale is shown) is particularly interesting, in light of Xagy and Joramy's possible evil alignments.

Given all of that, my questions to you are several fold: Was the illo in EW a picture of Ehlissa summoning Orcus, and if so, was she evil (for some reason, I'd always assumed that she was good, perhaps because she reigned for several centuries, which---in combination with her name---made me think she was olven). Is Xagy a different person from Zagyg? What is Xagy's relationship to Zagyg? Is Xagy also a deity, or is he long dead by 576 CY? If he's alive, does Xagy oppose Zagyg? Lastly, will Xagy appear in any of the Castle Zagyg publications?

If that looks as nonsensical as I think it does, I'm sure that Zagig would be well-pleased :D

Llaurenela

Wednesday, 1st June, 2005, 04:39 PM

Hi Ya Gary, (and everyone)

Let me ask my question a different way, in regards to OD&D errata for Men & Magic, Monsters & Treasure and The Underworld and Wilderness Adventures.

I don't really care about misspelled word typos or anything like that. What I am interested in is this: Are there any numbers/percentages/bonuses/penalties or rule specific items that were misprinted and need to be corrected?

Gary, do you remember anything that you had to correct as far as numbers in any of the three books?

Alternately, does anyone have written in their copy of the three books any revised numbers or information that was based on something that came from Gary/TSR back in the mid 1970's. Would love to hear comments from anyone who was playing D&D in 1974-1977 timeframe.

Cheers,
Llaurenela

Llaurenela

Wednesday, 1st June, 2005, 05:25 PM

Hi ya Gary,

I am (my group is) working on gathering all of the relevant documents to play OD&D. A guy that we know who is in his 60's was living in southern OH in the early 70's and was sent a copy of Chainmail by a friend and then later when D&D came out he was sent a copy of it by the same friend in early summer 1974. He ended up getting together with some college kids for games from 1975-1978. He already had a copy of Outdoor Survival.

We have only played AD&D 1st ed (TSR/WOTC related). So this guy that we know told us that he would ref our first game if we could get an OD&D box set with hobbits, ents and balrogs in the text of the three books, a copy of Chainmail 3rd ed, a copy of the Outdoor Survival board game, a copy of the Arduin Grimoire trilogy (a grab bag of ideas, particularly for ref characters[NPC's]), a copy of each of the first three D&D supplements and a copy of some other old D&D refs house rules from 1974-1977 used with OD&D. He also gave us a list of some classes (bard, etc) that we had to get a copy of the info from the Strategic Review/Dragon.

We are almost there, we only need a copy of Supplement II & III. We have everything else.

He said our first game will be under the following parameters: All characters will be rolled 3d6 in order, make your six rolls and you get what you get. We will be using only Chainmail, the three books, and Outdoor Survival and the first version house rules from the second half of 1974. He said after the first couple of games he will give me a copy of the many times revised house rules using all of the items he is having us gather and then he gets to play not ref.

He has a campaign world that dates from the summer of 1974 that is still running. He said that he refuses to play anything except his version of OD&D. For instance, he does not have thieves in his campaign as a PC. He said everything from 1st ed AD&D and Holmes Basic onward is source material. He praises Mythus one of the best available sources and said he is planning to get the Lejendary materials soon, as well as, the Castles & Crusades materials.

This is the main reason that I am interested in the OD&D errata as noted in my previous post. And why I am interested in house rules from 1974-1978 time period. When I get into anything I like to dig deep. :)

Cheers,

Llaurenela

Serendipity

Wednesday, 1st June, 2005, 06:29 PM

Quote:

Originally Posted by **Llaurenela**

So this guy that we know told us that he would ref our first game if we could get an OD&D box set with hobbits, ents and balrogs in the text of the three books, a copy of Chainmail 3rd ed, a copy of the Outdoor Survival board game, a copy of the Arduin Grimoire trilogy (a grab bag of ideas, particularly for ref characters[NPC's]), a copy of each of the first three D&D supplements and a copy of some other old D&D refs house rules from 1974-1977 used with OD&D. He also gave us a list of some classes (bard, etc) that we had to get a copy of the info from the Strategic Review/Dragon.

Just to dive in, I must say that sounds awesome. (I tried tracking down some of the origin. boxed set era material some few years ago and found it prohibitively expensive - at least via ebay) I hope the game is at least as good as it sounds to be.

Henry

Wednesday, 1st June, 2005, 06:49 PM

Quote:

Originally Posted by **Llaurenela**

...A guy that we know who is in his 60's was living in southern OH in the early 70's and and was sent a copy of Chainmail by a friend and then later when D&D came out he was sent a copy of it by the same friend in early summer 1974...

...this guy that we know told us that he would ref our first game if we could get an OD&D box set with hobbits, ents and balrogs (etc.)..

I didn't know Diaglo had a twin brother. :)

Llaurenela

Thursday, 2nd June, 2005, 01:44 AM

Quote:

Originally Posted by **Triskaidekafile**

Just to dive in, I must say that sounds awesome. (I tried tracking down some of the origin. boxed set era material some few years ago and found it prohibitively expensive - at least via ebay) I hope the game is at least as good as it sounds to be.

Hi ya,

We have gotten some pretty good deals, I got Outdoor Survival, the three LBB D&D, Greyhawk, Gods, Demi-Gods & Heros, Chainmail and The Arduin Trilogy for just under \$100.00. We need Blackmoor & Eldritch Wizardy but have not been able to find either one for an honest price, so I am going to print Blackmoor out from the free pdf and I got the Eldritch Wizardy pdf for \$4.95. So we are about good to do. We were all agreed that \$30-40 each for Blackmoor & Eldritch Wizardy is not justified when you can get a Greyhawk for \$5-\$10. After the first game or maybe two, then I will be the ref, so I am designing a new world from scratch.

Cheers,
Llaurenela

Llaurenela

Thursday, 2nd June, 2005, 01:47 AM

Quote:

Originally Posted by **Henry**

I didn't know Diaglo had a twin brother. :)

Hi ya Henry,

Please elaborate for me, since I am new here an don't know all of you characters yet:] .

Cheers,
Llaurenela

gideon_thorne

Thursday, 2nd June, 2005, 01:48 AM

Quote:

Originally Posted by **Henry**

I didn't know Diaglo had a twin brother. :)

Brother? Someone needs glasses, wrong gender dude. LOL

dvvega

Thursday, 2nd June, 2005, 05:35 AM

Quote:

Brother? Someone needs glasses, wrong gender dude. LOL

Ummm it doesn't matter what gender Diaglo is Brother is the correct term for the 60 year old guy.

You can have a female/brother twin set, female/female twin set, and a brother/brother twin set barring genetic anomalies.

Thus Diaglo's gender matters not in the statement

Quote:

I didn't know Diaglo had a twin brother

since Diaglo's twin brother would be the old guy mentioned in the anecdote.

D

gideon_thorne

Thursday, 2nd June, 2005, 05:37 AM

Quote:

*Originally Posted by **dvvega***

Ummm it doesn't matter what gender Diaglo is Brother is the correct term for the 60 year old guy.

You can have a female/brother twin set, female/female twin set, and a brother/brother twin set barring genetic anomalies.

Thus Diaglo's gender matters not in the statement

Not that grammar correctness matters in the context of humor, but it wasn't Diaglo I was referring to. :p

dvvega

Thursday, 2nd June, 2005, 05:39 AM

Then I'm officially confused ... "the guy" is male so ... to whom were you referring?

Please cast Dispel Magic on my Confusion.

gideon_thorne

Thursday, 2nd June, 2005, 05:42 AM

Quote:

*Originally Posted by **dvvega***

Then I'm officially confused ... "the guy" is male so ... to whom were you referring?

Please cast Dispel Magic on my Confusion.

The original poster of the whole paragraph. Not that it matters. The moment is gone. The magic lost. Alas! *wry smile*

dvvega

Thursday, 2nd June, 2005, 05:45 AM

Now I have been Feeble-minded ... oh alas I cannot think straight.

I wonder if I can use this to get out of work ... "just peruse EN World and see my brain's faltering"

orsal

Thursday, 2nd June, 2005, 06:42 AM

Quote:

*Originally Posted by **dvvega***

Then I'm officially confused ... "the guy" is male so ... to whom were you referring?

Please cast Dispel Magic on my Confusion.

I think gideon_thorne thought you were referring to Llaurenela, when in fact you were referring to someone mentioned (with male pronouns) by Llaurenela.

Oh, and to the uninitiated: Diaglo is ENworld's resident OD&D curmudgeon.

Serendipity

Thursday, 2nd June, 2005, 12:08 PM

Quote:

*Originally Posted by **orsal***

Oh, and to the uninitiated: Diaglo is ENworld's resident OD&D curmudgeon.

Since you seem to be in the know, would that be curmudgeon-pundit, or curmudgeon-grogard?

All times are GMT +1. The time now is 04:12 PM.

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Gary Gygax Q&A, Part IX

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Henry

Thursday, 2nd June, 2005, 01:44 PM

First of all, I'd like to welcome Llaurenela to ENWorld; I apologize for missing you as a new member - I always like to welcome new forum members, anyway! :)

Diaglo is a fellow forum member whose favorite RPG is Original (1974) D&D - all other versions comparatively let him down, even though he's played them all, and owns them all. We kid him about his hard-core love for OD&D, because he proselytizes it wherever he goes. :) This gent you speak of sounds like he's cut from the same cloth - except Diaglo is a collector of ALL versions. Anybody who owns D&D Beach Towels is a hard act to follow. :)

oldschooler

Thursday, 2nd June, 2005, 01:50 PM

Quote:

Originally Posted by **Llaurenela**

Hi ya,

We have gotten some pretty good deals, I got Outdoor Survival, the three LBB D&D, Greyhawk, Gods, Demi-Gods & Heros, Chainmail and The Arduin Trilogy for just under \$100.00. We need Blackmoor & Eldritch Wizardy but have not been able to find either one for an honest price, so I am going to print Blackmoor out from the free pdf and I got the Eldritch Wizardy pdf for \$4.95. So we are about good to do. We were all agreed that \$30-40 each for Blackmoor & Eldritch Wizardy is not justified when you can get a Greyhawk for \$5-\$10. After the first game or maybe two, then I will be the ref, so I am designing a new world from scratch.

Cheers,

Llaurenela

I believe you can find both books at Noble Knight Games for less than \$30 each. Personally, I wouldn't bother with Blackmoor, I don't anyone who uses monks or assassins a lot, the hit location rules are a miss and the only other feature that's useful are rules, monsters & treasure for underwater adventures. In Eldritch Wizardry you'll find the playable Druid class, rules & monsters for psionics, demons (like Orcus and Demogorgon) and artifacts.

Llaurenela

Thursday, 2nd June, 2005, 03:28 PM

Quote:

Originally Posted by **Henry**

First of all, I'd like to welcome Llaurenela to ENWorld; I apologize for missing you as a new member - I always like to welcome new forum members, anyway! :)

Diaglo is a fellow forum member whose favorite RPG is Original (1974) D&D - all other versions comparatively let him down, even though he's played them all, and owns them all. We kid him about his hard-core love for OD&D, because he proselytizes it wherever he goes. :) This gent you speak of sounds like he's cut from the same cloth - except Diaglo is a collector of ALL versions. Anybody who owns D&D Beach Towels is a hard act to follow. :)

Greetings Henry & all,
Thanks for the warm welcome!!

Yes, I believe this gent of whom I speak (he calls himself Old Black Bart) seems to be just like Diaglo, he does have all or most all of the rulebooks for the different versions and his favorite RPG is Original (1974) D&D - nearly all other versions are worthy only of being called resources materials but not to be played. Except 3.0 & 3.5 which after he looked at 3.0 he declared them the foul thing that shall not be mentioned, not worthy of even being a resource. He did get one of the Spartan 300 of C&C, it is the only D20 item of which he will speak. He also has the Mythus books, Lejendary Earth and the Arduin books. He said that if Gyga wrote it, then it will be at the very least an awesome resource and a must have. The Arduin books are a great grab bag of ideas, just choose wisely.

Also if Diaglo is a curmudgeon, that is great, because they make good neighbors!!

Well it seems that I have seriously de-railed Gary's Q&A for which I apologize. I have talked to Gary in several different places. He has a wonderful sense of humor and his kids and grandkids are blessed IMO.

Odysseus

Thursday, 2nd June, 2005, 03:33 PM

Hi Gary,

I'm interested in what you had in mind, when you created the law/chaos aspect of D&D?

Whenever I think of law vs chaos, I think of the Amber series. Was that what you had in mind? Or are there other books that inspired you, with regard to law/chaos?

Also why did you think law/chaos needed to be perpendicular to evil/good aspect?

Cheers,

Odysseus.

Llaurenela

Thursday, 2nd June, 2005, 03:37 PM

Quote:

Originally Posted by **oldschooler**

I believe you can find both books at Noble Knight Games for less than \$30 each. Personally, I wouldn't bother with Blackmoor, I don't anyone who uses monks or assassins a lot, the hit location rules are a miss and the only other feature that's useful are rules, monsters & treasure for underwater adventures. In Eldritch Wizardry you'll find the playable Druid class, rules & monsters for psionics, demons (like Orcus and Demogorgon) and artifacts.

Hi ya guy,

Yea, I have looked thru the pdf's and I am just printing them for now. In my 1st Ed AD&D game I don't use very many of the character classes. I don't use thieves for instance. In place of the thief character we use the *Trickster* of the "Trickster" which we call the "Jack" character class after Jack the Giant Killer aka The Brave Little Tailor. He ends up with the princess and half a kingdom as you may recall.

Cheers,
Llaurenela

Joseph Elric Smith

Thursday, 2nd June, 2005, 03:48 PM

Have you never heard of Elric, Corum, or Author Michael Moorcock?
Ken

Quote:

Originally Posted by **Odysseus**

Hi Gary,

I'm interested in what you had in mind, when you created the law/chaos aspect of D&D?

Whenever I think of law vs chaos, I think of the Amber series. Was that what you had in mind? Or are there other books that inspired you, with regard to law/chaos?

Also why did you think law/chaos needed to be perpendicular to evil/good aspect?

Cheers,
Odysseus.

grodog

Thursday, 2nd June, 2005, 04:20 PM

Quote:

Originally Posted by **Joseph Elric Smith**

Have you never heard of Elric, Corum, or Author Michael Moorcock?
Ken

And if not, you should check out Moorcock's site at www.multiverse.org (I have a few MM items on my site as well).

Serendipity

Thursday, 2nd June, 2005, 06:11 PM

Quote:

Originally Posted by **Llaurenela**

We need Blackmoor & Eldritch Wizardry but have not been able to find either one for an honest price, so I am going to print Blackmoor out from the free pdf and I got the Eldritch Wizardry pdf for \$4.95. So we are about good to do. We were all agreed that \$30-40 each for Blackmoor & Eldritch Wizardry is not justified when you can get a Greyhawk for \$5-\$10. After the first game or maybe two, then I will be the ref, so I am designing a new world from scratch.

Sweet. Enjoy the game (and best of luck with the Eldritch Wizardry) :D

francisca

Thursday, 2nd June, 2005, 06:49 PM

Llaurenela-

If you are still looking for Blackmoor and Eldritch Wizardry, I'd be glad to sell you mine, certainly for less than \$30 each. Since you can't receive PMs here, please PM me either at Dragonsfoot or the Tavern (when it's upgrade is over). I'm francisca at both places, as well.

It's way unlikely I'll ever play more than a pickup game of OD&D, so I'd rather see these go to a table that will use them.

--francisca

diaglo

Thursday, 2nd June, 2005, 07:11 PM

Quote:

Originally Posted by **Henry**

I didn't know Diaglo had a twin brother. :)

my twin is female.

Col_Pladoh

Thursday, 2nd June, 2005, 09:30 PM

Quote:

Originally Posted by **Odysseus**

Hi Gary,

I'm interested in what you had in mind , when you created the law/chaos aspect of D&D?

Whenever I think of law vs chaos , i think of the Amber series. Was that what you had in mind? Or are there other books that inspired you, with regard to law/chaos?

Also why did you think law/chaos needed to be perpendicular to evil/good aspect?

Cheers,

Odysseus.

As Ken noted, the Elric books by Moorcock were the inspiration for having the two "alignments." I used them because neither had a particularly perjorative connotation. As "chaos" became more closely linked to "evil" in the minds of D&D enthusiasts I decided to separate ethical bents into the nine alignments used in original AD&D.

Cheers.

Gary

Henry

Thursday, 2nd June, 2005, 09:35 PM

Here's a good one, Gary: Which would be your preference, if you had to choose one or the other as a personal maxim? Moorcock's version of Law, or his Chaos? Did you have a preference for your characters?

Col_Pladoh

Thursday, 2nd June, 2005, 09:41 PM

Quote:

Originally Posted by **Henry**

Here's a good one, Gary: Which would be your preference, if you had to choose one or the other as a personal maxim? Moorcock's version of Law, or his Chaos? Did you have a preference for your characters?

Hi Henry,

Despite my Swiss heritage, I tend to be far too much of a free spirit and rebel to favor Law over Chaos in my gaming :uhoh:

Cheers,

Gary

BOZ

Friday, 3rd June, 2005, 12:14 AM

so you espouse the swiss virtue of neutrality then? ;)

Col_Pladoh

Friday, 3rd June, 2005, 12:21 AM

Quote:

Originally Posted by **BOZ**

so you espouse the swiss virtue of neutrality then? ;)

Heh...

You clearly don't know the Swiss very well.

They tend to make Scotsmen look generous, and they are also very orderly and somewhat mercenary, shall we say... :lol:

Cheers,

Gary

Serendipity

Friday, 3rd June, 2005, 01:13 AM

History geekery in progress, pay it no mind.....

Quote:

Originally Posted by **BOZ**

so you espouse the swiss virtue of neutrality then? ;)

Neutrality is a relative. The Treaty of 1815 that ended the Napoleonic Wars absolutely forbid the Swiss (not quite the 'passive chocolate exporting banker' stereotype of today) from exporting mercenaries. There's a reason the Swiss Guard *still* have a commission to pull secret service type duty on the Pope.

jokamachi

Friday, 3rd June, 2005, 01:41 AM

Hey, Gary,

I noticed that Troll Lords has slated the upcoming (Zagyg's) castle ruins for a late June release. Are there any tidbits you can share with us regarding that segment of the great castle?

Sincerely,

jokamachi

Col_Pladoh

Friday, 3rd June, 2005, 03:29 PM

Quote:

*Originally Posted by **jokamachi***

Hey, Gary,

I noticed that Troll Lords has slated the upcoming (Zagyg's) castle ruins for a late June release. Are there any tidbits you can share with us regarding that segment of the great castle?

Sincerely,

jokamachi

The Trolls overlooked the year after giving the month as June. that will be 2007 :heh:

Yggsburgh, the campaign base, with some dungeon areas in it, will be releasing, though, although I have yet to check the final map for the town, so I would suppose it will come in August :\

Come to the Lake Geneva Gaming Convention at the end of July and get the straight word from the Trolls, Rob Kuntz, and me :uhoh:

Cheers,
Gary

Jupp

Friday, 3rd June, 2005, 03:39 PM

Quote:

*Originally Posted by **Triskaidekafile***

*Neutrality is a relative. The Treaty of 1815 that ended the Napoleonic Wars absolutely forbid the Swiss (not quite the 'passive chocolate exporting banker' stereotype of today) from exporting mercenaries. There's a reason the Swiss Guard *still* have a commission to pull secret service type duty on the Pope.*

Hehe yeah we were available in six-packs back then...Too bad that trade stop in 1815 happened. We were quite successfull exporting ourselves :p Imagine today you would get a multiclassed Banker/Chocolatier/Mercenary Swiss...we wage war while earning money and producing chocolate...YAY for the Swiss!! :lol:

Col_Pladoh

Friday, 3rd June, 2005, 03:53 PM

Quote:

*Originally Posted by **Jupp***

Hehe yeah we were available in six-packs back then...Too bad that trade stop in 1815 happened. We were quite successfull exporting ourselves :p Imagine today you would get a multiclassed Banker/Chocolatier/Mercenary Swiss...we wage war while earning money and producing chocolate...YAY for the Swiss!! :lol:

The Swiss pikemen really kicked a lot of medieval butts,, until the landsknechte fought atop a parapet at Biacocca and the Spanish developed the sword and buckler tercio.

Yay for the Swiss, but don't cross them...or expect to get a loan without security and paying interest :lol:

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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Angel of Adventure

Friday, 3rd June, 2005, 05:16 PM

Tomb of Horrors Question

Morning Colonel (on the West Coast, anyway),

Please forgive me if you've already answered similar questions on this, but I want to go to the source regarding DMing the Tomb of Horrors.

I just finished reading thru it, as part of the Return ttToH, and my other gamin' group even successfully completed that Box Set without any permanent casualties. (OK, I'm bragging, but trust me, our DM didn't water it down at all. If anything, he gave it multiple steroid shots!)

Anyway, per the original Tomb, what general advice would you have about running this? Your advice in the original manuscript is very good, but I wanted to know if you had any other recommendations based on having seen this adventure in play over the many years since you first published. How can I best challenge my PCs, keep them horrified, but keep them excited to see it all the way thru?

Thanks,

AoA

P.S.: The Agitated Chamber gets my vote for the best room!

Col_Pladoh

Friday, 3rd June, 2005, 05:43 PM

Quote:

*Originally Posted by **Angel of Adventure***

Morning Colonel (on the West Coast, anyway),

Please forgive me if you've already answered similar questions on this, but I want to go to the source regarding DMing the Tomb of Horrors.

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Thanks,

AoA

P.S.: The Agitated Chamber gets my vote for the best room!

To be forthright, it has been a decade since I subjected any players to the demands of the S1 module. Thus I haven't anything cogent to add to my original advice. The best I can say is that thinking is required at all times, and caution will serve the PCs well.

As an aside, I really enjoy the consternation of the party when negotiating the initial hallway entry, the many pits and the fiendish maw at the end :eek:

Cheers,
Gary

Frank Mentzer

Saturday, 4th June, 2005, 08:37 PM

Hey, leave Mary out of it.

btw, I'll be at the LG con as well.

Frank

grodog

Saturday, 4th June, 2005, 09:14 PM

Hola Gary---

I think you missed my last question:

Quote:

Gary, I have a set of related GH queries for you, and this one takes a bit of a preamble to get going.

I've heard variously among the GH diehards that Zagyg and Xagy were actually different beings, and that Xagy was Zagyg's evil twin. I don't recall offhand where I read this, it was likely either in one of your Q&A sessions with Paul Stormberg, in an earlier thread here on ENWorld, or in passing conversation with Scotty, Gene, or somesuch GH grognard.

Joramy and Xagy helped to create Queen Ehlissa's Marvelous Nightingale, according to Mordy (he could be wrong, of course....). I've also read (somewhere) that Joramy was evil in your original GH campaign, which would explain her willingness to work with Xagy to create the artifact. In Eldritch Wizardry, Dave Sutherland's image of Orcus being summoned in the presence of the Nightingale (though no obvious influence via the Nightingale is shown) is particularly interesting, in light of Xagy and Joramy's possible evil alignments.

Given all of that, my questions to you are several fold: Was the illo in EW a picture of Ehlissa summoning Orcus, and if so, was she evil (for some reason, I'd always assumed that she was good, perhaps because she reigned for several centuries, which---in combination with her name---made me think she was olven). Is Xagy a different person from Zagyg? What is Xagy's relationship to Zagyg? Is Xagy also a deity, or is he long dead by 576 CY? If he's alive, does Xagy oppose Zagyg? Lastly, will Xagy appear in any of the Castle Zagyg publications?

If that looks as nonsensical as I think it does, I'm sure that Zagig would be well-pleased
:D

I spoke with Tadashi yesterday to see if Different Worlds may attend the LG convention; he's mulling it over....

Col_Pladoh

Saturday, 4th June, 2005, 10:23 PM

Quote:

Originally Posted by **Frank Mentzer**

Hey, leave Mary out of it.

btw, I'll be at the LG con as well.

Frank

That as grasping at a pun as I vave Ever seen... Maw...

The Trolls have you listed as a GoH I believe.

:]
Gary

Col_Pladoh

Saturday, 4th June, 2005, 10:32 PM

Quote:

Originally Posted by **grodog**

Hola Gary---

I think you missed my last question:

Perhaps "ignored" is a better word :lol:

Quote:

Gary, I have a set of related GH queries for you, and this one takes a bit of a preamble to get going.

I've heard variously among the GH diehards that Zagyg and Xagy were actually different beings, and that Xagy was Zagyg's evil twin. I don't recall offhand where I read this, it was likely either in one of your Q&A sessions with Paul Stormberg, in an earlier thread here on ENWorld, or in passing conversation with Scotty, Gene, or somesuch GH grognard.

Xagy is a relative of Zagyg.

Quote:

Joramy and Xagy helped to create Queen Ehlissa's Marvelous Nightingale, according to Mordy (he could be wrong, of course....). I've also read (somewhere) that Joramy was evil in your original GH campaign, which would explain her willingness to work with Xagy to create the artifact. In Eldritch Wizardry, Dave Sutherland's image of Orcus being summoned in the presence of the Nightingale (though no obvious influence via the Nightingale is shown) is particularly interesting, in light of Xagy and Joramy's possible evil alignments.

Okay... but all of this is no longer my business. The world setting in question is the IP of Wizards.

Quote:

Given all of that, my questions to you are several fold: Was the illo in EW a picture of Ehlissa summoning Orcus, and if so, was she evil (for some reason, I'd always assumed that she was good, perhaps because she reigned for several centuries, which---in combination with her name---made me think she was olven).

I can say that the illustrator used considerable artistic license not inferred from the item in question or supplied by the one who devised it for game use.

Quote:

Is Xagy a different person from Zagyg? What is Xagy's relationship to Zagyg? Is Xagy also a deity, or is he long dead by 576 CY? If he's alive, does Xagy oppose Zagyg? Lastly, will Xagy appear in any of the Castle Zagyg publications?

Yes

A great uncle.

No, not deital and now gone on to his reward.

No.

Quote:

If that looks as nonsensical as I think it does, I'm sure that Zagig would be well-pleased

I spoke with Tadashi yesterday to see if Different Worlds may attend the LG convention; he's mulling it over....

It was reasonable, so Zagyg was not a little displeased. Mentzer's pun attempt was more amusing :confused:

Whoa, and if DW comes all the way to LG for a mini-con I'll be totally astonished!

Cheers,
Gary

grodog

Sunday, 5th June, 2005, 01:11 AM

Quote:

*Originally Posted by **Col_Pladoh***

Perhaps "ignored" is a better word :lol:

I wondered if that was the case ;)

Quote:

Xagy is a relative of Zagyg.

A great uncle.

No, not deital and now gone on to his reward.

Thanks Gary!

Quote:

It was reasonable, so Zagyg was not a little displeased. Mentzer's pun attempt was more amusing :confused:

LOL.

Quote:

Whoa, and if DW comes all the way to LG for a mini-con I'll be totally astonished!

I don't think it's terribly likely, but we're discussing it...

Col_Pladoh

Sunday, 5th June, 2005, 03:16 PM

Well Grodog...

Questions such as you posed are warning to all authors of fiction:

Oh what a tangled web we weave,
When first we practice to deceive.

Heh, and people look at me most oddly when after being asked what I do for a living I inform them that I tell lies :eek:

Heh,
Gary

Gray Mouser

Sunday, 5th June, 2005, 04:03 PM

Quote:

Originally Posted by **Col_Pladoh**

As Ken noted, the Elric books by Moorcock were the inspiration for having the two "alignments." I used them because neither had a particularly perjorative connotation. As "chaos" became more closely linked to "evil" in the minds of D&D enthusiasts I decided to separate ethical bents into the nine alignments used in original AD&D.

Cheers.
Gary

It's interesting that the Law/Chaos aspect was used by Moorecock as well as in the Amber series (which I didn't know about). But let's not forget *Three Hearts, three Lions* either. While the Colonel may have been influenced specifically by Moorecock the idea itself seems to be somewhat widespread in the literature of the time.

Gray Mouser

Gray Mouser

Sunday, 5th June, 2005, 04:08 PM

Quote:

Originally Posted by **Col_Pladoh**

The Trolls overlooked the year after giving the month as June. that will be 2007 :heh:

Ummm, A9 9 9 9 9 9 9 9 9 Go d d d d d d d

Quote:

Yggsburgh, the campaign base, with some dungeon areas in it, will be releasing, though, although I have yet to check the final map for the town, so I would suppose it will come in August :)

Well, *this* is good news, at least! :)

Quote:

Come to the Lake Geneva Gaming Convention at the end of July and get the straight word from the Trolls, Rob Kuntz, and me :uhoh:

Cheers,
Gary

Heh, I would love to be able to come to the Lake Geneva Convention, but that's not in the cards. Hopefully one (or more) of the attendees will offer us a write-up of the events!

Gray Mouser

Col_Pladoh

Sunday, 5th June, 2005, 04:08 PM

Quote:

Originally Posted by **Gray Mouser**

*It's interesting that the Law/Chaos aspect was used by Moorecock as well as in the Amber series (which I didn't know about). But let's not forget *Three Hearts, three Lions* either. While the Colonel may have been influenced specifically by Moorecock the idea itself seems to be somewhat widespread in the literature of the time.*

Gray Mouser

Well...FWIW ;)

If the void were without form and content, then chaos reigned there until God ordered things. Thus whatever is of primal chaos is malign, while law is light and order and benign.

Cheers,
Gary

Frank Mentzer

Sunday, 5th June, 2005, 06:34 PM

Quote:

Originally Posted by **Col_Pladoh**

The Trolls have you listed as a GoH I believe.

Drat, I'll have to bring an extra shirt.

An official Guardsman Of Helios, eh? Better wear your sunny face.

I'm being pestered to bring baked goods, too.
End of July is our summer peak, so we should have extra.

Hey, have you & Rob been at conventions together, say in the past year or two?
If not, this could be a special photo op. Especially if we get you both drunk.
Word to the wise...

F

Col_Pladoh

Monday, 6th June, 2005, 01:11 AM

Quote:

*Originally Posted by **Frank Mentzer***

Drat, I'll have to bring an extra shirt.

An official Guardsman Of Helios, eh? Better wear your sunny face.

*I'm being pestered to bring baked goods, too.
End of July is our summer peak, so we should have extra.*

*Hey, have you & Rob been at conventions together, say in the past year or two?
If not, this could be a special photo op. Especially if we get you both drunk.
Word to the wise...*

F

Goodies are always welcomed with elan:)

Rob has been at the past two Milwaukee Gamefests, so no biggie there.

Cheers,
Gary

Barak

Monday, 6th June, 2005, 01:05 PM

So. Yesterday, much to my chagrin, found me bereft of new reading material. So I went digging for old books to reread. After reading some Bertrand Russell for an hour or two, I found myself in need of some reading material on the.. Hmm.. lighter side. So I dug up some TSR novel. Well, a collection of short stories, entitled "Realms of Mystery". Which brings me to this.. Comment, and question.

Now I know that the enlightened require no further proof, but since some still doubt, any little bit and piece can but help. And so I'll quote Elaine Cunningham (a woman, btw).

Quote:

*Originally Posted by **Elaine Cunningham, page 5***

*The male gnomes wore their beards shortand neatly trimmed, and the females' faces, unlike those of **bearded dwarf women**, were smooth and rosy-cheeked.*

So see, not *everything* TSR did post-Gygax was wrong! (book was pblished in 1998)

And the question.. Was she as correct in her assessment of female gnomish hair?

Col_Pladoh

Monday, 6th June, 2005, 04:07 PM

Quote:

*Originally Posted by **Barak***

So. Yesterday, much to my chagrin, found me bereft of new reading material. So I went digging for old books to reread. After reading some Bertrand Russell for an hour or two, I found myself in need of some reading material on the.. Hmm.. lighter side. So I dug up some TSR novel. Well, a collection of short stories, entitled "Realms of Mystery". Which brings me to this.. Comment, and question.

Now I know that the enlightened require no further proof, but since some still doubt, any little bit and piece can but help. And so I'll quote Elaine Cunningham (a woman, btw).

So see, not everything TSR did post-Gygax was wrong! (book was pblished in 1998)

And the question.. Was she as correct in her assessment of female gnomish hair?

Actually...

...this should have been posted on the thread regarding bearded female dwarves, but what the hell, I am no stickler for propriety :uhoh:

Gnomes have wispy facial hair, albeit males have a decent beard. As the author quoted indicates, female gnomes do have rosy, if leathery complexions, and their visages are generally devoid of beard and moustache.

In all, well done Barak!

Cheers,
Gary

SuStel

Monday, 6th June, 2005, 07:39 PM

% chance to know spell

Hey there, Gary!

There's always been some debate as to whether newly-created AD&D magic-users check the entire 1st level spell list for spells known immediately upon character creation, or if they only check spells as they come across them. I therefore have two questions:

1. How do you do it in your games (if at all)?
2. Which way did you have in mind when you wrote the book?

Col_Pladoh

Monday, 6th June, 2005, 07:53 PM

Quote:

*Originally Posted by **SuStel***

Hey there, Gary!

There's always been some debate as to whether newly-created AD&D magic-users check the entire 1st level spell list for spells known immediately upon character creation, or if they only check spells as they come across them. I therefore have two questions:

- 1. How do you do it in your games (if at all)?*
- 2. Which way did you have in mind when you wrote the book?*

A spell can be known only when the character is able to use spells. Thus the check is done when the new PC is seeking to fill his 1st level spell book. As new levels are gained, and with that added spells, the player again checks for the PC.

We allowed the player to decide on which spell was to be known, then dicing to see if it was. When all slots were filled, the process ended until a new level was gained.

Cheers,
Gary

SuStel

Monday, 6th June, 2005, 08:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

A spell can be known only when the character is able to use spells. Thus the check is done when the new PC is seeking to fill his 1st level spell book. As new levels are gained, and with that added spells, the player again checks for the PC.

We allowed the player to decide on which spell was to be known, then dicing to see if it was. When all slots were filled, the process ended until a new level was gained.

Thanks for the quick reply Gary!

Col_Pladoh

Monday, 6th June, 2005, 08:50 PM

Quote:

*Originally Posted by **SuStel***

Thanks for the quick reply Gary!

:heh:

Welcome. Preferable to working...

:lol:
Gary

med stud

Monday, 6th June, 2005, 10:00 PM

On Kingdom of Heaven: It's the only movie where I seriously considered leaving the theater after half the movie. Orlando Bloom cant act and people in the movie had modern Western morals (which really bugs me).

All times are GMT +1. The time now is 04:12 PM.

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Col_Pladoh

Monday, 6th June, 2005, 10:10 PM

Quote:

Originally Posted by med stud

On Kingdom of Heaven: It's the only movie where I seriously considered leaving the theater after half the movie. Orlando Bloom cant act and people in the movie had modern Western morals (which really bugs me).

More reasons for me to see the film only when it is released on CD.

The latter point is particularly well taken. society and culture during the middle Ages was quite different from the contemporary, certainly. I rather fell into such a blunder when I initially created the cleric class in the D&D game. Their influence is completely ignored or under-rated in most FRPGs. Sadly, I am mainly responsible for that. All I can do now it to correct my error. I hope I have made ammends in the "Gygaxian Fantasy Worlds" Volume III, *Living Fantasy*.

Cheers,
Gary

Barak

Monday, 6th June, 2005, 10:45 PM

I dunno.. Unlike books, I've always viewed movies as having one purpose. To entertain me. I never cared about a movie being *accurate*, only *entertaining*. That being said, I haven't seen Kingdom of Heaven, so I can't really comment on it.

Col_Pladoh

Monday, 6th June, 2005, 10:53 PM

Quote:

Originally Posted by Barak

I dunno.. Unlike books, I've always viewed movies as having one purpose. To entertain me. I never cared about a movie being accurate, only entertaining. That being said, I haven't seen Kingdom of Heaven, so I can't really comment on it.

It is clear that you are non-critical in your motion picture viewing :lol:

As for me, if something pretends to be historical, then I expect some close approximation of historical fact, or approximation thereof, just as I expect a comedy to center on comedic elements, a tragegy on on tragic elements.

Cheers,
Gary

Barak

Monday, 6th June, 2005, 10:59 PM

Oh yes, and I'll admit fully to that, Gary. In fact, I used to be ashamed by my non-descrimination as far as movies were concerned. Then I realized "hey, I'm having fun, who cares?".

I mean, Spider-Man (obviously) was less then accurate, historically. Yet, it's a fun movie.

I do understand your point about movies that -claim- to be historically accurate. I just pay no attention to such claims, be they deserved or not.

Books.. Now that's another matter. I know, I'm weird.

med stud

Monday, 6th June, 2005, 11:03 PM

I basically want the same thing out of a movie that I get out of a game; the suspension of disbelief. If a game or movie delivers too many logical fallacies it just feels stupid and arbitrary to me.

Col_Pladoh

Monday, 6th June, 2005, 11:12 PM

Quote:

Originally Posted by Barak

Oh yes, and I'll admit fully to that, Gary. In fact, I used to be ashamed by my non-descrimination as far as movies were concerned. Then I realized "hey, I'm having fun, who cares?".

Quite so. who can dispute your enjoyment? not I :uhoh:

Quote:

I mean, Spider-Man (obviously) was less than accurate, historically. Yet, it's a fun movie.

:heh:

Spider man being "historical" is a case in point of non-criticalness. I assume that the film didn't follow the make-believe of the comic books storyline. As I do not follow the latter, I confess to viewing the film uncritically in that regard. However, I found the total lack of "chemistry" between Peter Parker/Spiderman and Maryjane Watson quite unpalatable, but I enjoyed the movie action otherwise.

Quote:

...
Books.. Now that's another matter. I know, I'm weird.

:eek: Welcome, Dear Fellow, to the club :lol:

Cheers,
Gary

ZuulMoG

Monday, 6th June, 2005, 11:12 PM

Aha, finally!!

Tsk, tsk, Mr. Gygax,

Do you have any idea how much trouble your game got me into as a kid? My parents are devout Witnesses, and it was an uphill battle to get to play. Besides the whole '25 years of entertainment, lifetimes in alternate realities, and the accolades of mythic populations', I'd like to thank you for my mind. Playing every version of D&D from Basic to AD&D has not only kept my math skills up to date (Alas for ThAC0, it kept the riff-raff out of our game!!), it also kept me reading.

When kids can be using drugs, having sex with each other, or actually killing each other with real weapons, the idea that parents can object to a group of their children sitting peacefully at a table reading and doing math is...well, it's infuriating, that's what it is. I'd like to thank you for providing an educational form of entertainment to millions of kids (and adults, we never stop learning!).

That said, I can't really think of a question... Sorry to spam the thread.

Col_Pladoh

Monday, 6th June, 2005, 11:15 PM

Quote:

*Originally Posted by **med stud***

I basically want the same thing out of a movie that I get out of a game; the suspension of disbelief. If a game or movie delivers too many logical fallacies it just feels stupid and arbitrary to me.

Just so.

The problem for motion picture producers and directors is determining what will facilitate suspension of disbelief, enhance belief, and cause the audience to be highly entertained, wish to see the film--more than once :cool:

Cheers,
Gary

gideon_thorne

Monday, 6th June, 2005, 11:22 PM

Well in that regard. **Kingdom of Heaven** was well worth seeing more than once. Certainly, when finances permit, it will become part of my video collection.

As will several other films. Maybe even Lord of the Rings, if I can get past the rather glaring discontinuities that persist between the directors interpretation and my imagination. Even I have my little quirks about films, apparently. :cool: Even though I rarely ever walk into a movie theater with any sort of preconcieved notion or expectation.

I suspect I will even end up sitting through **Into the West** only because my parents had somewhat to do with the uniforms in the series. This despite the trial watching such a film with a dedicated military historian can be. :)

Quote:

*Originally Posted by **Col_Pladoh***

Just so.

The problem for motion picture producers and directors is determining what will facilitate suspension of disbelief, enhance belief, and cause the audience to be highly entertained, wish to see the film--more than once :cool:

*Cheers,
Gary*

Quote:

Originally Posted by **ZuulMoG**

Tsk, tsk, Mr. Gygax,

Do you have any idea how much trouble your game got me into as a kid? My parents are devout Witnesses, and it was an uphill battle to get to play. Besides the whole '25 years of entertainment, lifetimes in alternate realities, and the accolades of mythic populations', I'd like to thank you for my mind. Playing every version of D&D from Basic to AD&D has not only kept my math skills up to date (Alas for ThAC0, it kept the riff-raff out of our game!), it also kept me reading.

When kids can be using drugs, having sex with each other, or actually killing each other with real weapons, the idea that parents can object to a group of their children sitting peacefully at a table reading and doing math is...well, it's infuriating, that's what it is. I'd like to thank you for providing an educational form of entertainment to millions of kids (and adults, we never stop learning!).

That said, I can't really think of a question... Sorry to spam the thread.

My former wife was a JW, as was I for a time, so I can relate to your difficulties :uhoh:

Thanks for the good words about the side benefits of playing the games. Their primary purpose is fun and entertainment, but there are many other beneficial aspects to them, indeed!

Interesting and useful comments are by no means spamming ;)

Cheers,
Gary

Quote:

Originally Posted by **gideon_thorne**

Well in that regard. **Kingdom of Heaven** was well worth seeing more than once. Certainly, when finances permit, it will become part of my video collection.

...

Ah, but Peter...

I know that you are a liberal, so I must chalk up your being enamored of the film in question to that sorry state :]

Heh,
Gary

Quote:

Originally Posted by **Col_Pladoh**

Ah, but Peter...

I know that you are a liberal, so I must chalk up your being enamored of the film in question to that sorry state :]

Heh,
Gary

chuckles I am? News to me. I just like a good punch up film. That one and Troy and others like it are good punch up films. ;)

Btw. Aren't you supposed to be working on Zaggy II? Get to work! :D

Tsk Tsk, Mr Gygax, sticking labels such as "liberal" in an international forum such as this! Would elves consider american "liberals" to be such? I myself was a moderate back in canada, and then I moved to the states.. Oh but this is getting too political for this board.

Frankenstein (staring De Niro)is still one of the best movies I ever saw in theater, although it has little to do with what was on t5he screen and a lot to do with the antics of the two ladies seated before me. Yes, I'm easily entertained.

Quote:

Originally Posted by **gideon_thorne**

chuckles I am? News to me. I just like a good punch up film. That one and Troy and others like it are good punch up films. ;)

You are on my Talk list so I know full well :p

Quote:

Btw. Aren't you supposed to be working on Zagyg II? Get to work! :D

All work, or any work, and no play makes jack. I am not seeking riches :lol:

Cheers,
Gary

Col_Pladoh

Monday, 6th June, 2005, 11:50 PM

Quote:

*Originally Posted by **Barak***

Tsk Tsk, Mr Gygax, sticking labels such as "liberal" in an international forum such as this! Would elves consider american "liberals" to be such? I myself was a moderate back in canada, and then I moved to the states.. Oh but this is getting too political for this board.

Frankenstein (staring De Niro)is still one of the best movies I ever saw in theater, although it has little to do with what was on t5he screen and a lot to do with the antics of the two ladies seated before me. Yes, I'm easily entertained.

So, you are from the Great White North, ay.

That covers it sufficiently :lol:

Cheers,
Gary

gideon_thorne

Monday, 6th June, 2005, 11:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

You are on my Talk list so I know full well :p

Ah well. I must have been inspired by those crazy liberal minded sorts that went against their times and created this wonderous world of rpg's and such then? Glad I am in such great company. :D

Quote:

All work, or any work, and no play makes jack. I am not seeking riches :lol:

*Cheers,
Gary*

I can go along with that whole statement 100%. Course, work and play are the same to me simply because I enjoy drawing the pictures for your work and more. :)

gideon_thorne

Monday, 6th June, 2005, 11:58 PM

Quote:

*Originally Posted by **Barak***

Tsk Tsk, Mr Gygax, sticking labels such as "liberal" in an international forum such as this! Would elves consider american "liberals" to be such? I myself was a moderate back in canada, and then I moved to the states.. Oh but this is getting too political for this board.

Dont mind Gary. He and I are just teasing one another. He's a cool dude. :cool: :D

Col_Pladoh

Tuesday, 7th June, 2005, 12:05 AM

Quote:

*Originally Posted by **gideon_thorne***

Dont mind Gary. He and I are just teasing one another. He's a cool dude. :cool: :D

Yah!

Butt out Barak or else :]

:lol: :lol: :lol:

Barak

Tuesday, 7th June, 2005, 12:47 AM

And here I was thinking Gary was a stick-in-the-mud. Curses you Gideon, for shattering my illusions!

Actually, he gave me an invitation to go to his house, so I gather he's alright.

And I'm from the great North-East (Québec), which is worse.

gideon_thorne

Tuesday, 7th June, 2005, 12:56 AM

Quote:

*Originally Posted by **Barak***

And here I was thinking Gary was a stick-in-the-mud. Curses you Gideon, for shattering my illusions!

hides his wand of dispell illusions behinds his back Who me? :cool:

Quote:

Actually, he gave me an invitation to go to his house, so I gather he's alright.

And I'm from the great North-East (Québec), which is worse.

Canada can't be all bad. After all two of the more memorable Star Trek characters, Kirk and Scotty, are from there. ;)

Gary Gygax Q&A, Part IX

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Barak

Tuesday, 7th June, 2005, 01:09 AM

Well. Shatner is from Verdun, which.. well, it's sorta like Harlem. Which makes his accomplishments all the better.

Of course, Harlem in Canada is still pretty darn good.

Col_Pladoh

Tuesday, 7th June, 2005, 03:54 AM

Quote:

*Originally Posted by **Barak****And here I was thinking Gary was a stick-in-the-mud. Curses you Gideon, for shattering my illusions!**Actually, he gave me an invitation to go to his house, so I gather he's alright.**And I'm from the great North-East (Québec), which is worse.*

See you at the Canadian National Gaming Expo in Toronto?

Cheers,
Gary

Whitey

Tuesday, 7th June, 2005, 08:56 AM

Apologies for the length, and discursionary nature of this post. It all began earlier today, with Whitey's trip to the local game store, to peruse the monthly new offerings. Here we find lovable ol' Whitey, our protagonist, and Very Tall Tom, head employee there.

WHITEY: None of these books look very good to buy, Tom. They all got good bits and pieces, sure. But nobody wants to play pieces, they want to play a game.

VERY TALL TOM: You should look at this D02 thingy. It's the latest, from the makers of Star Sistaz (TM).

WHITEY: Hasbro is poo stinky. (edited for board posting)

VERY TALL TOM: Now wait a minute, Whitey. You like the dungeons *and* the dragons. Last month, you turned down Obscure 'Rules Lite' System #14. Don't you want this?

WHITEY: Nope. Besides, you were on Obscure 'Rules Lite' System #11, the month before that.

VTT: This D20 fantasy/revised ed. book implies that you need it, to play the game how they say. You gotta stay current, to be playing the game truest, right?

WHITEY: See, that's their scam. They're not really selling a game anymore - they're not even peddling a book of numbers, related to a game. What they're doing, is selling an endorsement. Play how we want, using not only our mechanics, but our whole mandatory wealth by level, guaranteed cakewalk combat, trendwhoring mish-mash settings, and you are playing the just and proper form of the game. Disagree, and your game is somehow lesser. They go on and on, about options instead of limitations being their goal, but there is no other option, if ya don't subscribe to that.

VTT: Calm down, Whitey. You're like, foaming at the mouth.

WHITEY: Look at it like this - according to them, every PC faces 'level appropriate' challenges, with the same gear value, using the same stale plot-lines. What's it to them, that every game plods out to the same result? And if it's got their precious, precious balance, and everything is defined by numbers, why not just have dueling Excel spreadsheets, with no gaming at all? See, if the game could be played in two totally different fashions, using the same rules, those games would both be just as 'right', so long as everybody playing enjoyed them. But they can't have that. To reduce the Dungeons and Dragons name into a cipher, a brand that can be slapped on any piece of garbage, they have to take away its identity. They don't own that - the players do, and they're out to disenfranchise the players, who won't get in line. There is one way they say, fun or not fun, to do it. And that is the harshest limitation of all.

That's about how the conversation played out. Some of the more colorful expletives were removed, but what Tom said, was really crucial. So, it's posted here with the question - what do you think, Mr Gygax? Basically, can a gamer play just the spirit of a game, or is there something intrinsic to the rules, that makes playing the rules the point?

Col_Pladoh

Tuesday, 7th June, 2005, 04:02 PM

Quote:

*Originally Posted by **Whitey***

...

...

That's about how the conversation played out. Some of the more colorful expletives were removed, but what Tom said, was really crucial. So, it's posted here with the question - what do you think, Mr Gyga? Basically, can a gamer play just the spirit of a game, or is there something intrinsic to the rules, that makes playing the rules the point?

Howdy Whitey...

What you suggest is something I have basically supported since the inception of the game: the rules are guidelines and the DM should feel free to do his own thing.

I did attempt to get some conformity in the AD&D system, because I wished to promote large-scale convention tournaments, give cash prizes (but that was quashed along with my gamer scholarships effort).

So in my opinion you are completely justified in what you think.

Cheers,
Gary

Barak

Tuesday, 7th June, 2005, 04:38 PM

Quote:

*Originally Posted by **Gary***

See you at the Canadian National Gaming Expo in Toronto?

*Cheers,
Gary*

Well I'm -from- Montréal, but I live in the states now, for better and for worse. :)

Col_Pladoh

Tuesday, 7th June, 2005, 05:04 PM

Quote:

*Originally Posted by **Barak***

Well I'm -from- Montréal, but I live in the states now, for better and for worse. :)

Okay...

...so visit Toronto as a sort of homecoming perhaps ;)

Cheers,
Gary

orsal

Tuesday, 7th June, 2005, 05:08 PM

Quote:

*Originally Posted by **Col_Pladoh***

Okay...

...so visit Toronto as a sort of homecoming perhaps ;)

*Cheers,
Gary*

Gary, you don't know too much about Canada, do you? Suggesting that for a Montrealer a visit to Toronto would be "a sort of homecoming" is like suggesting to a San Franciscan that a visit to Los Angeles would be "a sort of homecoming".

Col_Pladoh

Tuesday, 7th June, 2005, 05:15 PM

Quote:

*Originally Posted by **orsal***

Gary, you don't know too much about Canada, do you? Suggesting that for a Montrealer a visit to Toronto would be "a sort of homecoming" is like suggesting to a San Franciscan that a visit to Los Angeles would be "a sort of homecoming".

What part of "sort of" didn't come through?

Leaving the USA to return to Canada is indeed a homecoming of sorts, just as an American arriving in New York City from some European country is experiencing a homecoming even if he is from somewhere far removed from that city.

cheers,
Gary

Steverooo

Tuesday, 7th June, 2005, 06:52 PM

Maybe THIS will cheer him up!

Quote:

Originally Posted by **Col_Pladoh**

It was reasonable, so Zagyg was not a little displeased. Mentzer's pun attempt was more amusing :confused:

"Because he was a [REDACTED]!" :D

Now CHEER UP! - OR ELSE!!!

ColonelHardisson

Tuesday, 7th June, 2005, 07:21 PM

Quote:

Originally Posted by **Whitey**

There is one way they say, fun or not fun, to do it. And that is the harshest limitation of all.

And you're saying this is a new phenomenon? It's not, by decades.

Who is doing all this limiting and saying this or that is fun/not fun? It's more a perception of the individual, not something inherent in the game.
EDIT: I'm going to expand upon this a tad, so as to ask Gary a question related to this.

Way back when, I was very obsessive-compulsive about buying game books, especially for D&D. For whatever reason, I just *had* to have every book that came out, and every book's new gewgaws for the game *had* to have a place in my game. I was the completist's completist. Anyway, as I got older, and especially with the advent of the 3e/d20 era, I finally had an epiphany - I didn't *have* to buy anything. I didn't *have* to use everything that TSR/WotC published. The implications which I thought were in those books - implications that one's game was not complete or cool or fun without the books in question - were, in all fairness, just my own perceptions of how things were, rather than something actually present in the books.

Now, for a question to Gary. I think this has been addressed in the past, but hey, I'll ask it again - there is and was a perception that you took on a very, hmm, how shall I put this....*authoritarian* air in the 1e books. That is, many have said that you were proclaiming that when it came to playing D&D - or, maybe more correctly in this case, AD&D - it was either your way or no way. The HackMaster game actually bases much of its tone in the Players Handbook and Game Masters Guide upon this very notion. In my opinion, much of your tone was definitely tongue-in-cheek, which I think HackMaster's designers picked up on. Was that your intention? Another possibility that I've mulled is that you were basically stressing that the game had to have commonly agreed-upon foundations in order for tournament play to be feasible, and this assertion was taken, by the more sensitive, to be commandments issued by you for any game, whether played at home or a con. After getting acquainted with your online persona, I'm much more inclined to believe the former rather than the latter. Any thoughts?

The_Magician

Wednesday, 8th June, 2005, 12:35 AM

Half-halflings. possible or not?

Hi, Gary!

Ok, I got into a debate with a friend tonight, because I was creating a Half-human Half-halfling character. He said I couldn't do that because the rules say it is impossible for those two races to breed. I told him to show me where it is written, then he said that it isn't written anywhere, meaning that nowhere does it say about the existence of half-halflings, so by the CORE rules they CAN'T exist, unless the DM allows it. That doesn't satisfy me, because the DM can allow anything. I want to know if the rules support it or not.

So, you are the father of the game, what is your take in this? Would the core rules support a half-halfling or not? I know half-kenders are possible, because there are several Dragonlance novels with half-kenders in it, one of them being Brothers in Arms from Margaret Weis. And kenders are a subrace of halflings.

Patryn of Elvenshae

Wednesday, 8th June, 2005, 12:37 AM

Kender are not halflings.

Moreover, if your DM says that there's no such thing as human-halfling hybrids - regardless of what his rationale is - then there's no such thing as human-halfling hybrids.

The_Magician

Wednesday, 8th June, 2005, 12:58 AM

Thanks, but that was NOT the question.

Patryn of Elvenshae

Wednesday, 8th June, 2005, 01:03 AM

Quote:

Originally Posted by **The_Magician**

Thanks, but that was NOT the question.

Yes, it was.

You wanted to know if the rules support human-halfling hybrids.

They aren't in the book, so the answer starts off as "No." However, Gary will be the first to tell you that everything is really in the DM's hands, so if the DM says, "Yes," then that means the rules - which are actually guidelines - support human-halfling hybrids.

Your DM said "No."

Ergo, the rules don't support human-halfling hybrids - at least, not with that particular DM. :)

The_Magician

Wednesday, 8th June, 2005, 01:15 AM

Oh, he is not the DM. We were just discussing rules. I was making a character for another game and the DM will allow it. I am not worried about that. It's just that this friend of mine was so annoying in his arguments that I had to look for a third opinion. Even though there aren't any templates for half-halfings, there are guidelines for creating new races, so my friend's argument that the rules don't back up the possibility of half-halfings sounds invalid to me. The DMG talks about creating new races or modifying existing ones. Sure, by doing that you would need DM's approval, but still, doesn't that mean the core rules back up the existence of half-halfings?

Edit: The DMG from 3E says in page 24 and 25: "An interesting avenue you may wish to examine regarding new race creation is the idea of half-breed races. The players Handbook already presents half-elf and half-orc. The MONster's Manual gives rules on half-celestials, half-dragons, (...) orc-ogre (orog), gnome-halfling, (...) You may wish to rule that some crossbreeds are impossible or unfeasible, such as dwarf-elf, halfling-human..." :(

That sucks. First they remove their infravision and now they screw up their fertility! =(

Patryn of Elvenshae

Wednesday, 8th June, 2005, 01:20 AM

Thanks for the clarification! :)

Quote:

*Originally Posted by **The_Magician***

Sure, by doing that you would need DM's approval, but still, doesn't that mean the core rules back up the existence of half-halfings?

Not really. That'd be what's normally referred to as a "house rule."

This doesn't mean it's less of a rule, or somehow invalid, but it does mean "I am stepping beyond / refining / changing an aspect of the rules in the books."

By a certain argument, yes, the rules support half-halfings, but they do so less "strictly" than they do laser guns and muskets (both of which are present in the DMG in an optional section) and about equally as well as they support players taking on the role of dirt molecules.

Gray Mouser

Wednesday, 8th June, 2005, 03:50 AM

Quote:

*Originally Posted by **The_Magician***

Oh, he is not the DM. We were just discussing rules. I was making a character for another game and the DM will allow it. I am not worried about that. It's just that this friend of mine was so annoying in his arguments that I had to look for a third opinion. Even though there aren't any templates for half-halfings, there are guidelines for creating new races, so my friend's argument that the rules don't back up the possibility of half-halfings sounds invalid to me. The DMG talks about creating new races or modifying existing ones. Sure, by doing that you would need DM's approval, but still, doesn't that mean the core rules back up the existence of half-halfings?

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Not to speak for the good Colonel, but if your question relates to 3e or *any* game system that is the IP of another party I doubt if he'll say anything other than "whatever the DM says."

Quote:

That sucks. First they remove their infravision and now they screw up their fertility! =(

Actually, IIRC, in 1e only some halfings had infravision (2e may be different) and I don't recall any half-halfings in either of those editions.

Gray Mouser

gideon_thorne

Wednesday, 8th June, 2005, 03:55 AM

Quote:

*Originally Posted by **Gray Mouser***

Actually, IIRC, in 1e only some halflings had infravision (2e may be different) and I don't recall any half-halflings in either of those editions.

Gray Mouser

Wouldn't half a halfling be a quarterling? :D

Gray Mouser

Wednesday, 8th June, 2005, 04:05 AM

Quote:

Originally Posted by **gideon_thorne**
Wouldn't half a halfling be a quarterling? :D

Heh, I think Gary might have actually made that pun in a 1e book, although I can't remember which one.

Gray Mouser

The_Magician

Wednesday, 8th June, 2005, 04:35 AM

Thanks for the help, guys. =)

All times are GMT +1. The time now is 04:12 PM.

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Gary Gygax Q&A, Part IX

Printable View

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Mark

Thursday, 9th June, 2005, 01:51 AM

Perhaps a thought or two on the passing of David C. Sutherland III when you can, Papa G.?

Col_Pladoh

Thursday, 9th June, 2005, 02:02 AM

Quote:

*Originally Posted by **Mark***

Perhaps a thought or two on the passing of David C. Sutherland III when you can, Papa G.?

Yes, although I had generally wished to remain silent. Paul Stromberg's excellent eulogy says much, and I have sent it to my lists, posted it on the www.legendary.com boards.

My son Luke emailed me when he got his copy of the notice, recalling how he and Dave, at Ernie's instigation, used to play rough-house when he was a very small lad. I have many fond memories of Dave, personal, gaming, and business related.

I mentioned elsewhere how much I loved his making fun of me in cartoons, sitting at my desk with a whip in one hand and my finger on the panic button. Most of my Empire of the Petal Throne gaming memories include Dave Sutherland.

Although we were not in touch for the last years, I prayed nightly for him ever since I learned of his critical illness. Ah well, man is an exhalation...

That's about all I have to say.

Regards,
Gary

Paul J. Stormberg

Thursday, 9th June, 2005, 06:06 AM

Howdy Gary,

Quote:

*Originally Posted by **Col_Pladoh***

I mentioned elsewhere how much I loved his making fun of me in cartoons, sitting at my desk with a whip in one hand and my finger on the panic button.

You mean this one Gary? :p These images come from The Strategic Preview: T.S.R. Jobbies, Nos. 3 and 5:

The Commander in Grief himself:

<http://www.neonramp.com/~stormber/Whip.jpg>

The whole TSR crew circa 1976:

http://www.neonramp.com/~stormber/Crew_76.jpg

Dave also created Shlump Da Orc, his alter ego editor of The Strategic Preview:

<http://www.neonramp.com/~stormber/Shlump.jpg>

Dave loved to draw cartoons. :lol:

Futures Bright,

Paul

gideon_thorne

Thursday, 9th June, 2005, 06:19 AM

Quote:

*Originally Posted by **Paul J. Stormberg***

Dave loved to draw cartoons. :lol:

chuckles This is seriously cool. :)

Col_Pladoh

Thursday, 9th June, 2005, 03:39 PM

A thousand thanks, Paul!

I have long lost those old *Strategic Previews*, and it is so kind of you to post those excerpts here for all to see :D

As an aside, you must have my "Ultimist Class" April Fools joke too. What a hoot that I received several enthusiastic letters from young power gamers who wanted more information for their Ultimist PCs...

Thanks also for the copy of your eulogy to Dave. I have spread it around wherever it was appropriate.

I'll hoist a pint to Dave and Shlump too this evening as we work on completing some game module work in lieu of actually playing ;)

Ciao,
Gary

Henry

Thursday, 9th June, 2005, 04:55 PM

Gary being carried, desk & all, to *Origins II*, is hilarious. :) Who was supposed to be the Elf?

Col_Pladoh

Thursday, 9th June, 2005, 05:05 PM

Quote:

*Originally Posted by **Henry***

*Gary being carried, desk & all, to *Origins II*, is hilarious. :) Who was supposed to be the Elf?*

As far as I can recall, that figure was just a generic one, not representing any of the guys that worked there in the old house at 723 Williams Street.

As an aside, that place got so it was really crowded, so we moved off to the Main and Broad location that's now called the Landmark Center here in Lake Geneva. Brian insisted on using the basement (that ran under the next door building) as a warehouse. There had been 12 lanes of bowling alleys there, and I wanted to have it a weekend convention center. Ah well, bitter old memories compounded by Dave's passing :\

Gary

ColonelHardisson

Thursday, 9th June, 2005, 05:13 PM

Dave's art was pretty ubiquitous in the very early days of D&D, or so it seems to me. In a number of ways, it defined a certain "feel" for the game. Gary, how important to you was art back then, when it came to getting the D&D game together? Do you have any favorite pieces from that time period - namely, the early to mid 70s? Any that you feel exemplify what you were going for with the game?

Col_Pladoh

Thursday, 9th June, 2005, 05:57 PM

Quote:

*Originally Posted by **ColonelHardisson***

Dave's art was pretty ubiquitous in the very early days of D&D, or so it seems to me. In a number of ways, it defined a certain "feel" for the game. Gary, how important to you was art back then, when it came to getting the D&D game together? Do you have any favorite pieces from that time period - namely, the early to mid 70s? Any that you feel exemplify what you were going for with the game?

Heh...

An art critic I ain't :confused:

What I wanted was cover art that would attract attention to the product, interior illustrations that were useful to the DM or otherwise attractive/amusing to the reader.

My favorite artist of the time period in question was Dave Trampier. I was always after him to quit re-working his stuff, for he was seldom satisfied with a fine rendition, would keep on and often get a less attractive end result.

Anyway, I surely to wish Tramp would pick up his brushes and palette again.

Cheers,
Gary

Paul J. Stormberg

Thursday, 9th June, 2005, 07:32 PM

Howdy Gary,

Quote:

Originally Posted by **Col_Pladoh**

As far as I can recall, that figure was just a generic one, not representing any of the guys that worked there in the old house at 723 Williams Street.

The guy talking to Gary is Theron Kuntz, dressed in a Robinhood outfit.

Having the issues right here in front of me I can say that it does indeed represent all of the company employees in 1976. They were all depicted as characteres in the soap-opera strip called "David Megarry, David Megarry" after "Mary Hartman, Mary Hartman".

From left to right we have Mike Carr (note the flying cap and WWI planes), Tim Kask (pipe and cap), Brian Blume (six-shooters and "50 Gallon Hat"), Ernie "The Barbarian" Gygax (carrying desk), Gary Gygax "The Commander in Grief" (riding desk), Terry Kuntz (carrying desk; dressed as Robin Hood), Dave Arneson (wearing "Blackmoor U" shirt), Rob Kuntz (towing a beholder by an eyestalk), and Neil Topolnicki (in Napoleonic regalia). In the building are Dave Sutherland and David Megarry (two voices simultaneous). According to my research that's every employee of the company circa May of 1976. Dave has other drawings, "Shlump Da Orc" for himself and David Megarry is depicted as an intoxicated halfling with loads of curly hair.

http://www.neonramp.com/~stormber/Crew_76.jpg

Futures Bright,

Paul

Col_Pladoh

Thursday, 9th June, 2005, 07:41 PM

Quote:

Originally Posted by **Paul J. Stormberg**

Howdy Gary,

The guy talking to Gary is Theron Kuntz, dressed in a Robinhood outfit.

Pardon me, maybe, but...I doubt that, as it looks nothing at all like Terry :p

Quote:

Having the issues right here in front of me I can say that it does indeed represent all of the company employees in 1976. They were all depicted as characteres in the soap-opera strip called "David Megarry, David Megarry" after "Mary Hartman, Mary Hartman".

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http://www.neonramp.com/~stormber/Crew_76.jpg

Futures Bright,

Paul

All that is spot on ;)

Cheers,
Gary

Paul J. Stormberg

Thursday, 9th June, 2005, 08:25 PM

Howdy Gary,

Quote:

Originally Posted by **Col_Pladoh**

Pardon me, maybe, but...I doubt that, as it looks nothing at all like Terry

As to whether it looks like Terry, of that I'm sure you are a better authority than I, it is supposed to be him. Here is his character sketch from the "David Megarry, David Megarry" cast of characters:

http://www.neonramp.com/~stormber/T_Kuntz.jpg

Futures Bright,

Paul

gideon_thorne

Thursday, 9th June, 2005, 08:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

My favorite artist of the time period in question was Dave Trampier. I was always after him to quit re-working his stuff, for he was seldom satisfied with a fine rendition, would keep on and often get a less attractive end result.

heh. You sound like Davis when he's looking at my work. ;)

Henry

Thursday, 9th June, 2005, 08:34 PM

Quote:

*Originally Posted by **Paul J. Stormberg***

As to whether it looks like Terry, of that I'm sure you are a better authority than I, it is supposed to be him. Here is his character sketch from the "David Megarry, David Megarry" cast of characters:

Darn, I'd love to see more of that!

Quote:

Anyway, I surely to wish Tramp would pick up his brishes and palet again.

You and me both, pal.

oldschooler

Saturday, 11th June, 2005, 12:54 AM

Gary, is this still the way you prefer to play original D&D?

Quote:

*No Supplements (Greyhawk, Blackmoor, etc.) are used, just the original three booklets.
Ability scores rolled as best 3 out of 4d6 (arrange scores to taste).*

All PCs start at 3rd level. All PCs get 1d6 hp/level (hit die rolls of 1 are rerolled). Fighters get +1 hp/die. All PCs get +1 hp/die if Con > 14.

Fighters do +1 damage if Str > 14.

Dex doesn't affect AC except for missile attacks.

PCs are only unconscious at 0 hp. They can go as low as level +1 before death. (A 4th level fighter can be brought as low as -5 hp & just be unconscious.) A healing potion or cure spell restores them immediately.

1d6 is rolled for surprise. A "1" means 1 round is lost. Rolling a 2 means you've lost 2 rounds. Rolling 3 or more means no surprise is suffered.

PCs must declare actions before initiative (spellcasters must declare the specific spell being cast). 1d6 is rolled for initiative (high roller gains initiative). A tie means simultaneous action occurs (a caster who loses initiative will lose his spell if hit).

To acquire new spells, spellcasters must find scrolls, spellbooks, or a friendly higher-level spellcaster (Clerics don't need spellbooks).

Referee may identify most magic items immediately (charging large sums of money when they return to town for R&R). Potions must still be tasted to identify, though.

Bonus question: Do you have such house rules for original Advanced D&D or Legendary Adventures?

Col_Pladoh

Saturday, 11th June, 2005, 02:48 AM

Quote:

*Originally Posted by **oldschooler***

Gary, is this still the way you prefer to play original D&D?

Bonus question: Do you have such house rules for original Advanced D&D or Legendary Adventures?

When I am in the mood I love to fly by the seat of my pants as the Dm for OD&D...or AD&D.

Having house rules would rather spoil the whole idea of winging it :eek:

Cheers,
Gary

DM-Rocco

Saturday, 11th June, 2005, 03:12 AM

Greeting once again founder of my addiction

Okay, two things.

One, the offer still stands that any time you are in the St. Paul/Minneapolis area, you can take a break as a DM and we will dust off the AD&D books for a bit of fun so you can be a player. Just try to give me a weeks notice to gather players :)

Two, under whatever rules you love, okay, AD&D 1st addition, in your world famous module, The Tomb of Horrors, I have a question. If you were DMing and a group of players went into room 27, THE PORTAL OF SCINTILLATING VIOLET, would you allow the player to cast an anti-magic shell to by pass the dancing swords?

That is what my players did and after much debate, I gave them points for creativity and allowed it, not cause I gave in to their needs, but because on further thought, it was smart.

My real question is this, When you made that module, in particular that room, was it your intention that the only spells to work on the swords were: repulsion, heat metal, transmute metal to wood, disintegrate, enchant weapon or a rod of cancellation? Or, if, when you were DMing it in at the GEN CONS, if a player would have cast an anti-magic shell on the room, would you have had the magically animated swords fall to the ground, problem solved? Or something else?

JohnRTroy

Saturday, 11th June, 2005, 07:32 PM

Quote:

The Strategic Preview: T.S.R. Jobbies, Nos. 3 and 5:

Exactly what is this, pray tell? I thought it might be the "Strategic Review", but it's not. Is this some kind of in-house newsletter?

MPA

Sunday, 12th June, 2005, 02:50 AM

Quote:

*Originally Posted by **JohnRTroy***

Exactly what is this, pray tell? I thought it might be the "Strategic Review", but it's not. Is this some kind of in-house newsletter?

<http://www.acaeum.com/DDIndexes/Periodicals.html>

Scroll down until you see *Strategic Preview* on the left.

Gray Mouser

Monday, 13th June, 2005, 08:47 PM

Quote:

*Originally Posted by **Col_Pladoh***

I'll hoist a pint to Dave and Shlump too this evening as we work on completing some game module work in lieu of actually playing ;)

Ciao,
Gary

A sad day when Dave passed. His cover of the 1e DMG is simple awesome.

Now for the question, Colonel. Is the game module you're referring to the one you and Frank Mentzer are working on, or something related to Zagyg's Castle?

Gray Mouser

WyzardWhately

Tuesday, 14th June, 2005, 11:02 PM

Gary,

I've been playing xD&D for over 10 years now. Started with second, went to third, recently discovered 1st & found I prefer it for a variety of reasons. You may credit your writing with being the primary one :).

1. I found a new meaning for 'gygaxian'. "High Gygaxian" is the language which 1st ed. was written in. C&C also occasionally dips into High Gygaxian. I saw this in a review of C&C over at RPG.net.
2. You've mentioned that you omit the thief class when you're running. Why is that? How does the party find traps? Any related clarifications are appreciated.
3. Poison was mostly Save or Die back in the day, as I recall. Did you have it take effect immediately (it bites him and he falls over stone dead), or was there a grace period of gradual deterioration, cold sweats, and such? I'm curious about this, as I wonder if the cleric would have time to 'fix it.' (I'm also imagining rolling the save in secret, and gradually applying damage, where the player wouldn't *know* if the poison would kill him or not. Mwuhahaha.)
4. Have you ever seen the movies "Legend" or "Labyrinth?" Neither one is properly sword and sorcery, but they're fantasy films that are very popular amongst the locals where I am.

Thank you for your time, both these questions specifically and the thread in general. I've probably become somewhat insufferable to my friday night group, as I've taken to referencing The Master Himself (your august personage) to resolve various disputes, fill in setting details, &c.

5. Additionally, any thoughts you have on the True Neutral alignment would be appreciated. My character leans in that direction, and I've started taking crap from one of the other players who says no one would ever act that way (My defense that real people don't throw Fireballs either has shut him up, but it won't last. I swear this guy puts more effort into criticizing my characters than roleplaying his own. Sheesh.)

loki44

Tuesday, 14th June, 2005, 11:45 PM

Quote:

Originally Posted by WyzardWhately

Gary,

The forthcoming answers to your inquiries should prove to be most enlightening and entertaining. I wait with bated breath.....

Thanael

Wednesday, 15th June, 2005, 11:00 AM

Hey Colonel, here's a Greyhawk question:

Is Iggwilve, the mother of witches, the same person as Louhi from finnish mythology (and 1E Legends & Lore)? (There is supposed to be a reference for this in your novel the Anubis Murders, which i haven't gotten to reread yet.)

And how do these two relate to Baba Yaga, the little grandmother?

Someone on canonfire speculated that both might have been taken in by Baba Yaga and raised as her daughters. (Baba Yaga was known for taking in little girls.)

Frank Mentzer

Wednesday, 15th June, 2005, 06:28 PM

Quote:

Originally Posted by WyzardWhately

Gary,

3. Poison... Did you have it take effect immediately (it bites him and he falls over stone dead), or was there a grace period of gradual deterioration, cold sweats, and such? I'm curious about this, as I wonder if the cleric would have time to 'fix it.'

The Master Himself (your august personage)

Prolly depends on Gary's mood; he'll relish the gruesome details if he's irritable. But the angst is all the sweeter 'cause the cleric can't fix it in time. ;>

As to the last... I think it's still June...

F

oldschooler

Wednesday, 15th June, 2005, 09:17 PM

OK, so experience is 1 per gold piece worth of goods, I got that. But what about monsters? If you're still using just the three original booklets to game with OD&D, do you award 100 XP per monster level defeated (as insinuated in said booklets), or do you use a more traditional table from the Greyhawk Supplement or AD&D's DMG?

Col_Pladoh

Wednesday, 15th June, 2005, 11:55 PM

Quote:

*Originally Posted by **DM-Rocco***

Okay, two things.

One, the offer still stands that any time you are in the St. Paul/Minneapolis area, you can take a break as a DM and we will dust off the AD&D books for a bit of fun so you can be a player. Just try to give me a weeks notice to gather players :)

Two, under whatever rules you love, okay, AD&D 1st addition, in your world famous module, The Tomb of Horrors, I have a question. If you were DMing and a group of players went into room 27, THE PORTAL OF SCINTILLATING VIOLET, would you allow the player to cast an anti-magic shell to by pass the dancing swords?

...

Thanks for the generous offer of hospitality!

As for the animated swords, their attack is impelled by magic but not in and of itself something that an anti-magic shell would turn aside in my judgement. Nonetheless, I can't fault your ruling that allowed that to happen. As for what spells would affect these blades, you have a good list, and any Dm that thinks another might work is within his rights to have it so.

Cheers,
Gary

Col_Pladoh

Wednesday, 15th June, 2005, 11:58 PM

Quote:

*Originally Posted by **Gray Mouser***

A sad day when Dave passed. His cover of the 1e DMG is cimple awesome.

Now for the question, Colonel. Is the game module you're referring to the one you and Frank Mentzer are working on, or something related to Zagyg's Castle?

Gray Mouser

We toasted Dave on thursday last as four of us worked on getting the maps for YGGSBURGH into shape for a final pass.

The module Frank Mentzer and I will co-author is one that was originally done for AD&D and will be translated to the C&C game system in due course. It is not tied to the ZAGYG'S CASTLE project.

Cheers,
Gary

Col_Pladoh

Thursday, 16th June, 2005, 12:10 AM

Quote:

*Originally Posted by **WyizardWhately***

Gary,

I've been playing xD&D for over 10 years now. Started with second, went to third, recently discovered 1st & found I prefer it for a variety of reasons. You may credit your writing with being the primary one :).

That statement should send not a few of my detractors into frothing rage :lol:

Quote:

1. I found a new meaning for 'gygaxian. "High Gygaxian" is the language which 1st ed. was written in. C&C also occasionally dips into High Gygaxian. I saw this in a review of C&C over at RPG.net.

Do real gamers still go to RPGnet? I'll be...

Quote:

2. You've mentioned that you omit the thief class when you're running. Why is that? How does the party find traps? Any related clarifications are appreciated.

Well no, you are mistaking how i play OD&D for OAD&D. In the original D&D game there was no thief class, and the traps were not as frequent or complex. A 10' pole in cautious hands and a dwarf PC were usually sufficient to spot most of them.

Quote:

3. Poison was mostly Save or Die back in the day, as I recall. Did you have it take effect immediately (it bites him and he falls over stone dead), or was there a grace period of gradual deterioration, cold sweats, and such? I'm curious about this, as I wonder if the cleric would have time to 'fix it.' (I'm also imagining rolling the save in secret, and gradually applying damage, where the player wouldn't "know" if the poison would kill him or not. Mwuhahaha.)

As rounds were of one minute length, not much beyond a minute was given for poison to prove fatal. If a cleric was on hand to neutralize the toxin, then fine, it was allowed by me and all the DMs I knew.

BTW, there were a few poisons that did xdx damage, save meaning only 1/2 xdx damage was taken.

Quote:

4. Have you ever seen the movies "Legend" or "Labyrinth?" Neither one is properly sword and sorcery, but they're fantasy films that are very popular amongst the locals where I am.

I have seen LEGEND but not LABYRINTH.

Quote:

Thank you for your time, both these questions specifically and the thread in general. I've probably become somewhat insufferable to my friday night group, as I've taken to referencing The Master Himself (your august personage) to resolve various disputes, fill in setting details, &c.

As long as you are doing that with tongue in cheek, in proper Zagygian fashion, I approve :uhoh:

Quote:

5. Additionally, any thoughts you have on the True Neutral alignment would be appreciated. My character leans in that direction, and I've started taking crap from one of the other players who says no one would ever act that way (My defense that real people don't throw Fireballs either has shut him up, but it won't last. I swear this guy puts more effort into criticizing my characters than roleplaying his own. Sheesh.)

Che true neutral sees all of the cosmos as a whole mechanism, the opposing forces necessary to keep the "mechabnism" running as it should. Daek balances light, death life, evil good, suffering pleasure, etc. that help?

Cheers,
Gary

Col_Pladoh

Thursday, 16th June, 2005, 12:16 AM

Quote:

*Originally Posted by **dyx***

Hey Colonel, here's a Greyhawk question:

Is Iggwilve, the mother of witches, the same person as Louhi from finnish mythology (and 1E Legends & Lore)? (There is supposed to be a reference for this in your novel the Anubis Murders, which i havn't gotten to reread yet.)

And how do these two relate to Baba Yaga, the little grandmother?

Someone on canonfire speculated that both might have been taken in by Baba Yaga and raised as her daughters. (Baba Yaga was known for taking in little girls.)

howdy!

Noppers, Iggwilv is purely from Oerth and has no connection to Louhi of the Kalevala and Finnish Mythology.

The Magister Setne Inhetep fantasy mysteries are based on the DANGEROUS JOURNEYS, MYTHUS RPG system, the world setting being Aerth, and so there is no connection between it and AD&D-based material.

The Russian witch Baba Yaga is well known to me from childhood stories in JACK & JILL Magazine and later reading, of course. I have her as a deital figure in three forms in the LEJENDARY PANTHEONS book ms.--Baba Jaga, Baba Julia, and Baba Yaga :D

Cheers,
Gary

Col_Pladoh

Thursday, 16th June, 2005, 12:17 AM

Quote:

*Originally Posted by **Frank Mentzer***

Prolly depends on Gary's mood; he'll relish the gruesome details if he's irritable. But the angst is all the sweeter 'cause the cleric can't fix it in time. ;>

As to the last... I think it's still June...

F

Hey Frank!

:p :p :p

Heh,
Gary

Col_Pladoh

Thursday, 16th June, 2005, 12:20 AM

Quote:

*Originally Posted by **oldschooler***

OK, so experience is 1 per gold piece worth of goods, I got that. But what about monsters? If you're still using just the three original booklets to game with OD&D, do you award 100 XP per monster level defeated (as insinuated in said booklets), or do you use a more traditional table from the Greyhawk Supplement or AD&D's DMG?

Well...

Usually I make up what I think is the right XP award for the defeat of opponents based on the difficulty of the contest and the level of the critters fighting the PCs. that can be 10 points per for ist level ones of maybe 50 per. As a guideline, the numbers in the PGB are fine, of course.

Cheers,
Gary

WyzardWhately

Thursday, 16th June, 2005, 12:33 AM

Cosmology.

Quote:

*Originally Posted by **Col_Pladoh***

Che true neutral sees all of the cosmos as a whole mechanism, the opposing forces necessary to keep the "mechabnism" running as it should. Daek balances light, death life, evil good, suffering pleasure, etc. that help?

*Cheers,
Gary*

That's a good clarification. The defense I was preparing was based more on the cosmology. That is, if these forces are not merely abstractions (as they seem to be in our world...I'm not denying the existence of evil, I've seen too much of it, but I don't have an evil-detector available at the university), but cosmological forces, it makes sense that any of them would generate a following. That is, the very existence of the Plane of Concordant Opposition (that was the TN one, right?) indicates a cosmological principle that one could serve.

I'm forced to compare alignment, and it's attendant bodies of mystical servitors and home planes, to the wildly diverse cliques and subcultures of the real world. No matter how drastic or silly something is, *someone* will devote themselves to it. Dedicating oneself to cosmic balance (especially when Angels can be nearly as obnoxious as devils ;)) makes at least as much sense as the culture of School Spirit those of us who attended midwestern American high schools were put through. I don't know if the same phenomena exists in other areas.

Uhh, sorry for the long post. Your thoughts would be appreciated.

(Incidentally, this does inspire me to create a campaign setting where all the alignments are fairly equally represented, and in fact people have bumper stickers, logos, spokespersons, & etc. for them. "Coyote News on Channel four has a Lawful Evil bias!" I can see it now...)

Col_Pladoh

Thursday, 16th June, 2005, 02:59 AM

WyzardWhately,

Not much to add to your exposition, other than to say that Concordant Opposition is Balance. The Oriental concept of Yang and Yin is good example of the True Neutral concept.

How I would love ID political parties with the D&D alignments, but that's a no-no :eek:

Cheers,
Gary

dcas

Thursday, 16th June, 2005, 05:13 PM

Quote:

*Originally Posted by **Col_Pladoh***

How I would love ID political parties with the D&D alignments, but that's a no-no :eek:

I was just reading a comment from Steve Jackson (of GURPS fame) this morning in which he noted that most adventuring parties think of

themselves as lawful good but are in fact chaotic neutral. I wonder if this can be applied to political parties as well. . . .uhoh:

Col_Pladoh

Thursday, 16th June, 2005, 05:23 PM

Quote:

*Originally Posted by **dcas***

I was just reading a comment from Steve Jackson (of GURPS fame) this morning in which he noted that most adventuring parties think of themselves as lawful good but are in fact chaotic neutral. I wonder if this can be applied to political parties as well. . . .uhoh:

Noppers!

Both of the major political parties are lawful. They want more laws and bigger government, more control over the citizens.

Ruefully,
Gary

WyzardWhately

Thursday, 16th June, 2005, 08:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

WyzardWhately,

Not much to add to your exposition, other than to say that Concordant Opposition is Balance. The Oriental concept of Yang and Yin is good example of the True Neutral concept.

How I would love ID political parties with the D&D alignments, but that's a no-no :eek:

*Cheers,
Gary*

I assume you're referring to the 'no politics' rules here?

Hmm. If you really want to, and it sounds like you do, just email it to me. I'll post it on my 'blog and put up a link in this thread. If people want to argue about it, they can do it there.

Sound acceptable?

Col_Pladoh

Thursday, 16th June, 2005, 09:21 PM

Quote:

*Originally Posted by **WyzardWhately***

I assume you're referring to the 'no politics' rules here?

Hmm. If you really want to, and it sounds like you do, just email it to me. I'll post it on my 'blog and put up a link in this thread. If people want to argue about it, they can do it there.

Sound acceptable?

Indeed I am, and a fine rule it is too ;)

As for political comments, I'll confine those to my two talk lists--there's enough heated exchanges there for me to avoid causing more anywhere else :uhoh:

Cheers,
Gary

DM-Rocco

Friday, 17th June, 2005, 04:53 AM

Quote:

*Originally Posted by **Col_Pladoh***

Thanks for the generous offer of hospitality!

*Cheers,
Gary*

You should have my e-mail address still if you are interested in coming to play, if not, here it is:
c.e.rocco@comcast.net

Now that I think of it, I may have given you my old address last time, oh well, cheers :)

Quote:

*Originally Posted by **Col_Pladoh***

Do real gamers still go to RPGnet? I'll be...

ROFLOL :lol:

Quote:

*Originally Posted by **DM-Rocco***

You should have my e-mail address still if you are interested in coming to play, if not, here it is:
c.e.rocco@comcast.net

Now that I think of it, I may have given you my old address last time, oh well, cheers :)

Well...Email addy noted, but...

Maybe we can meet halfway, say in Minoqua, Wisconsin, at the Baker's House. That way we could get Frank Mentzer in the game too, meanwhile chowing down on excellent baked goodies :cool:

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Friday, 17th June, 2005, 03:57 PM

Quote:

Originally Posted by **Zudrak**

ROFLOL :lol:

I know, I know...

If I haven't anything nice to say, I should say nothing at all...

:uhoh:

Gary

Deogolf

Friday, 17th June, 2005, 06:24 PM

Quote:

Originally Posted by **Col_Pladoh**

Well...Email addy noted, but...

Maybe we can meet halfway, say in Minoqua, Wisconsin, at the Baker's House. That way we could get Frank Mentzer in the game too, meanwhile chowing down on excellent baked goodies :cool:

Cheers,
Gary

(Renfield voice-over)

Did somebody say baked goodies (when you say the Baker's House, you've said it all!!). :D

Devall2000

Friday, 17th June, 2005, 06:58 PM

Gary, do you let PC's sleep in their armor without being penalized? If not, what penalties to they incur for sleeping in armor?

thanks,
Jamie

Col_Pladoh

Friday, 17th June, 2005, 07:47 PM

Quote:

Originally Posted by **Deogolf**

(Renfield voice-over)

Did somebody say baked goodies (when you say the Baker's House, you've said it all!!). :D

Certainly superior to a cat fed on birds fed on spiders fed on flies, eh?

And address me as "Master, Renfield!"

Heh,
Gary

Deogolf

Friday, 17th June, 2005, 09:54 PM

Quote:

Originally Posted by **Col_Pladoh**

Certainly superior to a cat fed on birds fed on spiders fed on flies, eh?

And address me as "Master, Renfield!"

Heh,
Gary

Sorry, Master! I always serve the Master! (grovel, grovel) :uhoh:

Col_Pladoh

Friday, 17th June, 2005, 11:10 PM

Quote:

*Originally Posted by **Deogolf***

Sorry, Master! I always serve the Master! (grovel, grovel) :uhoh:

Then where is Mina Harker?

:lol:
Gary

Hiryu

Saturday, 18th June, 2005, 12:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

Not much to add to your exposition, other than to say that Concordant Opposition is Balance. The Oriental concept of Yang and Yin is good example of the True Neutral concept.

How I would love ID political parties with the D&D alignments, but that's a no-no :eek:

*Cheers,
Gary*

Dear Sir Mr. Gygax Colonel Sir

In the intrest of initiating a friendly discourse on the validity and merit of the aforementioned theories, with a focus on the significance of alignments a propos of the.... aww, to hell with it, I was not born for speaking *High Gygaxian*. Not in english, anyways.

In any case, I am a Taoist and I must say your previous statement is not entirely true. Even Taoism, which focuses on the balance and opposing forces of the universe and their equal importance still leans towards a certain morality to follow. This is true also for Zen and Buddhism. Of course, I don't dispute the very real possibility of True Neutral individuals, even in real life, but a vast majority of humanity leans on a bias either towards the Yin or the Yang, so to speak.

This is why I allow druids of any neutral (non-chaotic) alignment. Like so:

Lawful Neutral Druid: They believe in their religion and the tasks set on them by their ethos. No questions asked. They live to serve nature and to follow the laws of their coven to the letter. In actuality, it is more possible the druidical hierachy would be ruled by those Lawful Neutral members of the coven than the wiser True Neutral.

Neutral Good Druid: They follow the laws and beliefs of the coven, but are not hesitant about breaking them if they believe such an action will further the cause of nature. As with all druids they believe in the balance in all things, but feel that everyone has a place in that balance, and theirs lies on the 'good' end of the scale. These are most likely druids that belong to covens where alliances have been forged with 'civilized' settlements. They could believe there is hope for having civilization and nature coexisting in harmony or teaching non-druids to respect and honor the land.

True Neutral Druid (aka, Classic Druid™): They are the wisest and often oldest of the coven. While they may or may not govern the druid order (out of lack of intrest to lead, etc.), they are so rare that other druids come to them in search of wisdom and advice. They have an outlook difficult to comprehend for those who do not share it, but always come up with the simplest and most efficient answers to ensure the best overall result. These may be sometimes questionable by usual moral standards, since for the true neutral what is best for the individual may not be the best for his species, let alone nature.

Neutral Evil Druid: They follow all the laws and beliefs of the coven as long as it furthers the cause of nature, and like Neutral Good druids, they too believe they have a place in the natural order. However, in the case of Neutral Evil druids this takes shape on a hatred for all things 'civilized' that borders on xenophobia. To these druids any form of road, farming or settlement is an insult to nature and may take steps to destroy them, including those folk who support/enjoy such lifestyles. For this reason they may live in small nomadic communities, murdering anyone who is caught entering, hunting in or cutting wood in their forest. No trial, no questions, it just happens. It's *their* forest, *their* domain and will do everything to protect *their* lifestyle.

In many ways, this is also quite constant with Taoism itself. "The good man is the bad man's teacher, and the bad man is the good man's business".

First time I reply to the Gygax Q&A, yay! I just had to throw in my two pesos on this one, no agreeing required. Specially not when it comes to something as subjective and interpretation-dependant as alignments.

Regards:
J. C. Corona

PS: If you ask me, all political parties are Chaotic Evil—and there is not a single Lawful politician, let alone Good. :]

Col_Pladoh

Saturday, 18th June, 2005, 03:32 PM

Well, J.C.

In my view you have an imperfect understanding of alignments as they apply to the game. However, it is a waste of my time and energy to dispute your assertions...profitless on all counts.

I will reiterate that government is generally based on what? Why LAW, of course.

Gary

haakon1

Saturday, 18th June, 2005, 06:35 PM

Quote:

*Originally Posted by **Col_Pladoh***

Of all that the Professor wrote about, the hobbits, the balrog, and the ents were all that were uniquely detailed.

Halfling and treant are clear, but what's a balrog in D&D? One of the devils, I suppose, or perhaps you left it out entirely?

I've been wondering something since the good old '80s . . . it seems to me that your map of Greyhawk and Tolkien's map of Middle Earth hook up to each other. Your Sea of Dust backs up nicely into his Nurn and Mordor, with your Sulhaut Mountains becoming his Ered Lithui (Ash Mountains), and your little lake and river on the Dry Steppes (in 3e labelled Lake Udrukankar and the Rumikadath River) fitting in nicely a tributary to the Sea of Rhun.

Is that just me, or did you or someone at TSR intend them to fit together?

haakon1

Saturday, 18th June, 2005, 07:07 PM

Quote:

*Originally Posted by **Col_Pladoh***

The year after i left TSR there was a very amusing event, though. I was to give a talk at Gencon, and Lorraine's minions put it in a corner where there was no light, no chairs set up, and the location wasn't properly noted in the program. Despite that about 100 intrepid adventurers managed to locate it :lol:

Well, if it helps, I hated 2e and most of the stuff Lorraine put out. It just wasn't the real thing, so I mostly stuck with AD&D and old adventures and my own work from 1981-2001.

But, after much wailing and dragging of feet, I was talked into trying 3e a few years ago. I actually like 3e and 3.5e fairly well, though there are more rules and that slows down the game a bit.

My questions: Have you played the latest versions of D&D? Do you like them?

Have you read later versions of Greyhawk? If so, do you like any of that work? I think Erik Mona, the current editor of Dungeon and prime author of the Living Greyhawk Gazeteer, does an excellent job with Greyhawk, though I wish he'd have thrown out more of the non-Gygax accretions to the setting (especially the Greyhawk Wars silliness).

Since it is a fantasy game, I'll tell you one of mine: you start writing adventures for 3.5e Greyhawk. Perhaps you come up with the adventure story, and Erik Mona or the like translates the rules for you? That's never gunna happen, is it?
;)

haakon1

Saturday, 18th June, 2005, 07:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

People do forget, though, and no game author should consider his name and work "immortal" eh? :uhoh:

You shall not be forgotten while we still live . . . beyond that, I can't promise, but I imagine the future versions of the internet will keep your memory around for another century at least.

http://en.wikipedia.org/wiki/Gary_Gygax

Col_Pladoh

Saturday, 18th June, 2005, 09:10 PM

Quote:

*Originally Posted by **haakon1***

Halfling and treant are clear, but what's a balrog in D&D? One of the devils, I suppose, or perhaps you left it out entirely?

The balor demon, the name borrowed from Celtic mythology.....where I expect that "balrog" came from.

Quote:

I've been wondering something since the good old '80s . . . it seems to me that your map of Greyhawk and Tolkien's map of Middle Earth hook up to each other. Your Sea of Dust backs up nicely into his Num and Mordor, with your Sulhaut Mountains becoming his Ered Lithui (Ash Mountains), and your little lake and river on the Dry Steppes (in 3e labelled Lake Udrunkankar and the Rumikadath River) fitting in nicely a tributary to the Sea of Rhun.

Is that just me, or did you or someone at TSR intend them to fit together?

There is absolutely no connection. I did the two maps on hex paper of the maximum size that TSR's printers could manage at the time, free-handing the work so as to get in all the cultural types I thought would make for an interesting campaign ;)

Cheers,
Gary

Col_Pladoh

Saturday, 18th June, 2005, 09:18 PM

Quote:

*Originally Posted by **haakon1***

Well, if it helps, I hated 2e and most of the stuff Lorraine put out. It just wasn't the real thing, so I mostly stuck with AD&D and old adventures and my own work from 1981-2001.

About half of the AD&D audience was lost when 2E was published. TSR tried publishing more product to make up for the smaller consumer audience, but it was a downward spiral.

Quote:

But, after much wailing and dragging of feet, I was talked into trying 3e a few years ago. I actually like 3e and 3.5e fairly well, though there are more rules and that slows down the game a bit.

My questions: Have you played the latest versions of D&D? Do you like them?

I read the new PHB and DMG, played some 10 or so long sessions of 3E play-testing the Lost city of Gaxmoor. I did not find the system to my liking, so I have not played further, 3.5E included.

Quote:

Have you read later versions of Greyhawk? If so, do you like any of that work? I think Erik Mona, the current editor of Dungeon and prime author of the Living Greyhawk Gazetteer, does an excellent job with Greyhawk, though I wish he'd have thrown out more of the non-Gygax accretions to the setting (especially the Greyhawk Wars silliness).

No, nor do I plan to, as the current version of the world setting is quite the opposite of what I created it for--an open world for DMs to freely adapt to their campaign needs.

Quote:

Since it is a fantasy game, I'll tell you one of mine: you start writing adventures for 3.5e Greyhawk. Perhaps you come up with the adventure story, and Erik Mona or the like translates the rules for you? That's never gonna happen, is it?

;)

How right you are. I have no creative rapport with the new system, nor the old world setting as altered...

Cheers,
Gary

Col_Pladoh

Saturday, 18th June, 2005, 09:20 PM

Quote:

*Originally Posted by **haakon1***

You shall not be forgotten while we still live . . . beyond that, I can't promise, but I imagine the future versions of the internet will keep your memory around for another century at least.

http://en.wikipedia.org/wiki/Gary_Gygax

Heh....

Well there is also the new strain of bacteria, *Arthronema gygaxiana*, that might serve to remind some folks of my game jellies and slimes :heh:

Cheers,
Gary

haakon1

Saturday, 18th June, 2005, 09:25 PM

Quote:

Originally Posted by **Triskaidekafile**

Neutrality is a relative. The Treaty of 1815 that ended the Napoleonic Wars absolutely forbid the Swiss (not quite the 'passive chocolate exporting banker' stereotype of today) from exporting mercenaries. There's a reason the Swiss Guard "still" have a commission to pull secret service type duty on the Pope.

In my Greyhawk, Perrenland is neutral, because it exports mercenaries to all sides -- Ket, luz, Highfolk, and sometimes Bissel. Normally, the cantons try to decide to export troops to only one side at a time, though. It's a weird combo of mostly Swiss (cantons, mercenaries, crossbows, and cheese) and a little American Indian (Flannae gods, which in my campaign means American Indian mysticism, nature respect, etc.).

I imagine all Greyhawk DM's have different takes on Greyhawk's many lands, and that my Swiss part fits what Gary would have done, but the American Indian stuff is nothing like what was intended. Is that a correct guess?

Col_Pladoh

Saturday, 18th June, 2005, 09:29 PM

Quote:

Originally Posted by **haakon1**

In my Greyhawk, Perrenland is neutral, because it exports mercenaries to all sides -- Ket, luz, Highfolk, and sometimes Bissel. Normally, the cantons try to decide to export troops to only one side at a time, though. It's a weird combo of mostly Swiss (cantons, mercenaries, crossbows, and cheese) and a little American Indian (Flannae gods, which in my campaign means American Indian mysticism, nature respect, etc.).

I imagine all Greyhawk DM's have different takes on Greyhawk's many lands, and that my Swiss part fits what Gary would have done, but the American Indian stuff is nothing like what was intended. Is that a correct guess?

As for the inclusion of American Indian culture in Perrenland, indeed, it is different from what I would have done. As I tend to favor the Swiss military of the medieval period, I'd have included Welsh so as to have longbowmen in the battles of pikes, and maybe some Magyar horse archers as support units too :eek:

Heh,
Gary

haakon1

Saturday, 18th June, 2005, 09:46 PM

That Crusades movie . . .

Quote:

Originally Posted by **med stud**

people in the movie had modern Western morals (which really bugs me).

It peeved me, rather than vexing me, since I'm so used to that particular fault in modern views of the past -- events like the Crusades happened simply because everyone was bad in the old days, not enlightened like we are since the 70's or so. Must be the influence of D&D improved our alignments. ;)

What bothered me most: Crusaders with a casual attitude to their religion, and flaming trebuchet shots at the stone walls of Jerusalem. Still, the trebuchets looked accurate to me, and the arms and armor were about right, so I never felt like walking out. But I can't be bothered to remember the name of the film a few weeks later . . .

haakon1

Saturday, 18th June, 2005, 09:52 PM

Quote:

Originally Posted by **ZuulMoG**

Besides the whole '25 years of entertainment, lifetimes in alternate realities, and the accolades of mythic populations', I'd like to thank you for my mind. Playing every version of D&D from Basic to AD&D has not only kept my math skills up to date (Alas for ThAC0, it kept the riff-raff out of our game!!), it also kept me reading.

Here here! As a guy who majored in history/poli sci and works with translating numbers into business decisions, I've got to wonder how much of my mind's development I owe to picking up the PHB in 1981 . . . quite a lot, I'd say.

Thanks Gary!

haakon1

Saturday, 18th June, 2005, 10:14 PM

Quote:

Originally Posted by **Whitey**

WHITEY: See, that's their scam. They're not really selling a game anymore - they're not even peddling a book of numbers, related to a game. What they're doing, is selling an endorsement. Play how we want, using not only our mechanics, but our whole mandatory wealth by level, guaranteed cakewalk combat, trendwhoring mish-mash settings, and you are playing the just and proper form of the game. Disagree, and your game is somehow lesser. They go on and on, about options instead of limitations being their goal, but there is no other option, if ya don't subscribe to that.

...
WHITEY: Look at it like this - according to them, every PC faces 'level appropriate' challenges, with the same gear value, using the same stale plot-lines. What's it to them, that every game plods out to the same result?

As we old-schoolers know, the DM is the boss, in any edition. How to make 3.5e a little more palatable for the likes of us?

- Put your players up against more challenging modules than they are supposed to be able to take on. I'm running a 4th level party through a 7th level adventure right now. It's easy in parts, fiendishly deadly in others. Seems about right to me.

- Make up your own rules. My ranger version is not the 2e/3e Two-Weapon Fighting version. I strip that out in exchange for regular feats, and as a result, I have a PC ranger (converted from 1e) whose the usual elven archer, and another more interesting ancient Greek spearman/spy. Mess with the adventures until they are de-lame-ified.

- Don't look at the truly stupid stuff, like the armor illustrations in the 3e PHB. Try to think Eberron must be like Blackmoor, and ignore it. Get your adventures from Dungeon instead of WOTC.

-Or just keep playing AD&D, or Hackmaster, or Legendary Adventures. AD&D still works fine, and the others maybe more what you're looking for.

It seems to me the game would be better if WOTC stopped trying to sell us silly optional additional rulebooks, and just asked us to donate a \$1 everytime we played. If Gary only had a nickel for every person in every game of D&D ever played . . . ;)

Col_Pladoh

Saturday, 18th June, 2005, 10:14 PM

Quote:

*Originally Posted by **haakon1***

Here here! As a guy who majored in history/poli sci and works with translating numbers into business decisions, I've got to wonder how much of my mind's development I owe to picking up the PHB in 1981 . . . quite a lot, I'd say.

Thanks Gary!

Welcome, but...

My contribution is minimal. It was something that stimulated you to develop your own potential, rather as might a grammar school teacher through recommending books whilst directing a course of study so as to make it interesting.

Ciao,
Gary

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haakon1

Saturday, 18th June, 2005, 10:35 PM

Quote:

*Originally Posted by Col_Pladoh**There is absolutely no connection. I did the two maps on hex paper of the maximum size that TSR's printers could manage at the time, free-handing the work so as to get in all the cultural types I thought would make for an interesting campaign ;)*

Thanks so much for answering that. Your map has made and is making for an interesting campaign.

It'll stay on my wall tacked up next to a Tolkien map 'cause I know the DM is always right, even when the Father of the Game says, "Nah, I really wasn't thinking that." :lol:

Col_Pladoh

Saturday, 18th June, 2005, 10:44 PM

Quote:

*Originally Posted by haakon1**Thanks so much for answering that. Your map has made and is making for an interesting campaign.**It'll stay on my wall tacked up next to a Tolkien map 'cause I know the DM is always right, even when the Father of the Game says, "Nah, I really wasn't thinking that." :lol:*

Fact is that I have never compared the three maps in question, JRRT's Middle Earth and the Oerik pair, so it might seem there is some connection. However, I do believe the scale of the Middle Earth map is smaller than that of the World of Greyhawk, so a side by side comparison would not be meaningful.

Cheers,
Gary

haakon1

Saturday, 18th June, 2005, 11:03 PM

Quote:

*Originally Posted by Col_Pladoh**How right you are. I have no creative rapport with the new system, nor the old world setting as altered...*

IMHO, the new system is better for players than for DM's ("options" = complexity), and after a certain level, the complexity just breaks the whole game.

For me, I ignore new Greyhawk in many areas, but I steal its ideas liberally. For example, WOTC says Bissel was conquered by Ket, and Sterich and Geoff were conquered by the Giants. I say, no PC's defeated the Giants, so Geoff and Sterich were in trouble but survived due to the heroism of now retired adventurers. And in present day, Ket has invaded Bissel with a huge force of mercs and a secret alliance with luz. Why is there a war? BECAUSE newer PC's took Daoud's Wondrous Lanthorn from the Lost Caverns of Tsojcanth. Ket coveted it, and had their elite adventurers bested by the PC's. luz is angry because the PC's resurrected his rival former vampire sister (how Robilar like!). Yet another new party is going on lots of little missions to help the Bisselite war effort, and has benefited from the hospital powered up by the Lanthorn.

Works for me . . . I totally get it that it doesn't work for you, especially in the official form. Fair enough. You gave us the tools to have fun with this stuff forever.

haakon1

Saturday, 18th June, 2005, 11:22 PM

Quote:

*Originally Posted by Col_Pladoh**My contribution is minimal. It was something that stimulated you to develop your own potential, rather as might a grammar school teacher through recommending books whilst directing a course of study so as to make it interesting.*

Precisely, but it's nice to be able to thank you "personally" for the positive influence you've had on so many people, and to hear your wise and humble answer.

oldschooler

Sunday, 19th June, 2005, 02:09 AM

Hi Gary,

I've a general question regarding many of your creature concepts, as far as how they came about and/or changed over the years.

9 o d o did they always look like lil' dog-lizards, or were they originally just a lesser form of goblin?

e o d go d I've always known hobgoblins as being "good guys" in a way. How did you come up with them as larger, meaner goblins?

G- o f originally described as a cross between 'gnomes and trolls'... How did they become the hyena-men we know and love today?

Go rgo - I would have pictured a hideous snake-lady with asps for hair, but you split the creature into the *Medusa* (named for the popular gorgon) and *Gorgon* (an iron-clad bull)? How did that happen?

e yi raby mention the snake-like original (Monsters & Treasure), then give it dinosaur-like legs?

! ro I know you like the regenerating, green, rubber dude; but what ever happened to true trolls (of Scandinavian myth)?

Where did the concept for the 'dungeon cleaning crew' come from (some of my favorite critters by the way)? I'm guessing the old classic horror flick *The Blob* but...

Gray Mouser

Sunday, 19th June, 2005, 02:46 AM

Quote:

Originally Posted by Col_Pladoh

We toasted Dave on thursday last as four of us worked on getting the maps for YGGSBURGH into shape for a final pass.

Hmmm, I haven't been getting notices about postings recently so I just happened to be checking the board and saw this reply. Glad to see things are coming along with the CZ project!

Quote:

The module Frank Mentzer and I will co-author is one that was originally done for AD&D and will be translated to the C&C game system in due course. It is not tied to the ZAGYG'S CASTLE project.

*Cheers,
Gary*

And more good news!

Gray Mouser

Palaner

Sunday, 19th June, 2005, 03:30 AM

Hey Gary,

I love the concept of evolving media, and D&D is no exception. After all, it is, what I think, the first game to ever become a medium in itself. What do you think is (or should be) the future of the roleplaying game?

Col_Pladoh

Sunday, 19th June, 2005, 03:14 PM

Quote:

Originally Posted by oldschooler

Hi Gary,

I've a general question regarding many of your creature concepts, as far as how they came about and/or changed over the years.

Kobolds: *did they always look like lil' dog-lizards, or were they originally just a lesser form of goblin?*

Hobgoblins: *I've always known hobgoblins as being "good guys" in a way. How did you come up with them as larger, meaner goblins?*

Gnolls: *originally described as a cross between 'gnomes and trolls'... How did they become the hyena-men we know and love today?*

Gorgons: *I would have pictured a hideous snake-lady with asps for hair, but you split the creature into the Medusa (named for the popular gorgon) and Gorgon (an iron-clad bull)? How did that happen?*

Hydra: *why mention the snake-like original (Monsters & Treasure), then give it dinosaur-like legs?*

Troll: *I know you like the regenerating, green, rubber dude; but what ever happened to true trolls (of Scandinavian myth)?*

Where did the concept for the 'dungeon cleaning crew' come from (some of my favorite critters by the way)? I'm guessing the old classic horror flick The Blob but...

Sigh...

Kobolds are humanoid, mainly forest-dwelling creatures that Dave Sutherland gave the canine visage and scaly skin.

I made hobgoblins larger, although the prefix "hob" indicates little" because goblins had been made too small and weak for challenging higher-level characters. goblins and hobgoblins are treated in various ways from mischievous to darkly malign in folklore. I went with the latter for game purposes.

Who says a cross between a gnome and a troll can't have a hyena-live visage? After all, it was me that mentioned the origination of the species. I just decided it was too bland and needed something more evil. I dislike hyenas intensely...

You clearly are not steeped in medieval bestiary lore;) In that regard the gorgon is a scaled bull, so rather than having only three sisters the D&D game had a rade of medusas and a race of gorgons.

As for me giving a hydra legs, where do you see my name in the illustration?

Scandanavian trolls are pretty boring, and who needs such critters when they can't go into sunlight? So I used Poul Anderson's model for a more challenging and fearsome monster.

Because of the large and varied ecology of the D&D dungeons and underground, it was necessary to have scavengers of all sorts, so I made up the gelatinous cube, carrion crawler, ocher jelly, etc. There was no particular inspiration save for nature--amoebas, insect larva, and imagination.

Gary

Col_Pladoh

Sunday, 19th June, 2005, 03:28 PM

Quote:

*Originally Posted by **Palaner***

Hey Gary,

I love the concept of evolving media, and D&D is no exception. After all, it is, what I think, the first game to ever become a medium in itself. What do you think is (or should be) the future of the roleplaying game?

Heh,

I seldom if ever engage in pointless speculation :eek:

The future of the RPG will be determined by many more persons than me. I believe the game form will persist into the foreseeable future. It seems pretty certain that the majority of play will be online, that next will come the computer RPG audience--when AI makes such games actually more akin to what the game form is supposed to be--and last but not least will be the group playing face-to-face.

As I have noted before, the analogy one might use is that of television, motion pictures, and stage plays.

Cheers,
Gary

Frank Mentzer

Sunday, 19th June, 2005, 08:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

I will reiterate that government is generally based on what? Why LAW, of course.

Bah. You know full well, old friend, that all governments are created and maintained primarily to Hold Power Over Others, modified only by the cojoint purpose of maintaining themselves.

And I would maintain that given that primary goal, all government is also therefore Evil...

-- a pragmatic anarchist

Col_Pladoh

Sunday, 19th June, 2005, 09:03 PM

Quote:

*Originally Posted by **Frank Mentzer***

Bah. You know full well, old friend, that all governments are created and maintained primarily to Hold Power Over Others, modified only by the cojoint purpose of maintaining themselves.

And I would maintain that given that primary goal, all government is also therefore Evil...

-- a pragmatic anarchist

No. as the Constitution originally set forth the enumerated powers of the federal government, it was not Evil, merely Lawfully Neutral, with those holding high office basically of good alignment.

Ciao,
Gary

The Great Bear King

Sunday, 19th June, 2005, 09:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

No. as the Constitution originally set forth the enumerated powers of the federal government, it was not Evil, merely Lawfully Neutral, with those holding high office basically of good alignment.

Ciao,

Actually, the Constitution (pre Patriot Act) goes a long way to limiting the power of the Federal government by only giving the Federal government limited to prevent it from becoming a tyranny. Such limits on government and the Enlightenment concept of the rule of Law would actually be Chaotic Good not Lawful Good (Lawful Goods believe that the law should be enforced upon individuals, but not necessarily the state, for that might limit the power of government to do good in their opinion). However, it's permission of slavery and restrictions on eligible voters, reduced it to a True Neutral document.

haakon1

Monday, 20th June, 2005, 03:18 AM

US Government alignment

I'd say the American Revolution was Neutral Good. Chaotic in wanting freedom and opposing the king. Lawful in its Deist religious background, and desire for machinistic rule of law. Neutral between chaos and law by using the law to protect freedom -- never was there a more Neutral Good document than the Bill of Rights.

As for it not being Good because it permitted slavery, remember the old maxim: "Lawful Good is not Lawful Stupid." Trying to fight the Civil War and the Revolution at the same time would have failed.

In general, I think America is a lot more chaotic than most countries of similar level of economic development -- compare us to the UK, Japan, Germany, or France, for instance. Both parties have their chaotic holy cows (2nd Amendment for the GOP, 1st Amendment for the Dems) and their lawful aspects (Terry Schiavo case for GOP, ACLU defending even people they dislike on the Dem side).

I won't touch the Good/Neutral/Evil thing with a 10' pole. Both at least think they are good.

Alignment in the real world discussions are silly, but amusing, until someone starts getting mad. :]

gideon_thorne

Monday, 20th June, 2005, 03:33 AM

You dudes must like fishing? Going by the huge can of worms you just opened of course? :lol:

Quote:

*Originally Posted by **Col_Pladoh***

No. as the Constitution originally set forth the enumerated powers of the federal government, it was not Evil, merely Lawfully Neutral, with those holding high office basically of good alignment.

Ciao,
Gary

Hiryu

Monday, 20th June, 2005, 07:07 AM

Quote:

*Originally Posted by **Col_Pladoh***

Well, J.C.

In my view you have an imperfect understanding of alignments as they apply to the game. However, it is a waste of my time and energy to dispute your assertions...profitless on all counts.

I will reiterate that government is generally based on what? Why LAW, of course.

Gary

Well, like I said, no agreeing required. I was merely sharing my opinion on alignments and very personal interpretation of them.:)

While I believe that many of the rules are straightforward and with a clear right-wrong way to interpret them, in my personal and very humble opinion, alignments fall into that interpretational category that doesn't have a clear right way to handle it. After all, good and bad are both very hard to define and dependant on each person's perception of morality.

That's not to say I don't think I may be a tad off on my interpretation when compared to the original idea, since D&D is strongly based on the classical idea of great good vs. great evil common in fantasy literature. I just like them better that way both as player and DM.

If I could, I'd definitely go with your idea of only having Lawful, Neutral and Chaotic, but my players always refuse.:uhoh:

dives back into lurking mode

J. C. Corona

PS: Governments may be *based* on law and good, but that doesn't mean they are ran as such. All in all, I agree with Mr. Mentzer, and that is the last I'll say about it. Politics are the most efficient way to loose friends.:confused:

Col_Pladoh

Monday, 20th June, 2005, 02:56 PM

And so we bring to an end this particular discussion.

Gary

francisca

Monday, 20th June, 2005, 03:39 PM

I'm happy to leave political teeth gnashing on your list, Gary. :-) Thanks for stemming the tide. I hope everyone abides by it.

Back to gaming, I recently found this nugget, and thought you and the rest of the board might find it to be of interest:

Quote:

Writing in pseudonym about his own works, Leiber wrote:

"What seems to make the Fafhrd Mouser stories stand out is that the two heroes are cut down to a plausible size without loss of romance and a believed in eerie, sorcerous atmosphere and with a welcome departure from formula. They are neither physical supermen the caliber of Conan and John Carter, nor moral or metaphysical giants like Tolkien's Strider, etc., and Morcock's Elrich. They win out by one quarter brains, another quarter brawn, and at least fifty percent sheer luck. They have an engaging self interest, blind spots and vices, a gallantry of sorts, and an ability to laugh at themselves - even if the Mouser occasionally quite galling. One's first impression may be that the Mouser is the darkly clever comedian and Fafhrd the somewhat stupid straight man, or Fafhrd the hero and Mouser the comic relief, but a little reading reveals the self infatuation underlying and sometimes tripping the Mouser's cunning, and also the amiable wisdom that now and then shows through Fafhrd's lazy complacency."

In short, they seem like the perfect D&D adventurers, right down to the 50% sheer luck part being represented by die rolls. I found out about Fafhrd and the Mouser via your indirect recommendation in the DMG (and Moldvay's Basic set). They really struck a chord with me, probably because I was in my middle teens and devouring the AD&D core books. Looking at the experience in hindsight, with the above quote in mind, it all makes perfect sense why I like those stories so much.

When DMing, I often find myself trying to create the same vibe in adventures that Mr. Leiber did in his Fafhrd and Mouser stories. Usually, it's just a pale imitation, but that's still pretty good, I think. (My players too, they keep coming back, week after week.)

oldschooler

Monday, 20th June, 2005, 04:12 PM

Thanks for the reply regarding creature inspirations. Apparently, kobolds are goblin-like, and it was the illustration that lead to their current "reptilian" nature. Fascinating stuff!

I actually like hyenas, so gnolls are one of my favorite humanoid. Sometimes I just wish they weren't quite so tough:)

I agree with the "true" troll being more exiting than the Scandinavian one. As per Chainmail, one could simply use ogre stats for those.

I have to say I've never heard of gorgons being described as bull-like, but like you say, I'm not into the medieval bestiary so much as ancient Greek mythology. The oldest description I know of is "dragon-like, with faces like hideous boars and snakes for hair". As for the hydra, I wasn't referring to the illustration, but rather it's description in Monsters & Treasure.

I've always loved those oozes, slimes and jellies. Great creepy fun!

Hope you had an wonderful Father's Day!

Col_Pladoh

Monday, 20th June, 2005, 04:48 PM

Quote:

Originally Posted by francisca

...

Back to gaming, I recently found this nugget, and thought you and the rest of the board might find it to be of interest:

...

In short, they seem like the perfect D&D adventurers, right down to the 50% sheer luck part being represented by die rolls. ...

Do be careful there!

All of the dice rolling for random results has a probability that a good player knows and takes into account. Luck is by no means half of the reason for successful FRPG adventuring in general, although in any given case it might be a key component, or might not be involved at all. the same is true of real life successes and failures, of course. Random events and luck are actualities.

Otherwise, I surely do concur in regards to Fritz's writing about Fafhrd and the Gray Mouser.

Cheers,
Gary

Col_Pladoh

Monday, 20th June, 2005, 04:58 PM

Quote:

Originally Posted by oldschooler

Thanks for the reply regarding creature inspirations. Apparently, kobolds are goblin-like, and it was the illustration that lead to their current "reptilian" nature. Fascinating stuff!

I actually like hyenas, so gnolls are one of my favorite humanoid. Sometimes I just wish they weren't quite so tough:)

I agree with the "true" troll being more exiting than the Scandinavian one. As per Chainmail, one could simply use ogre stats for those.

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I've always loved those oozes, slimes and jellies. Great creepy fun!

Hope you had an wonderful Father's Day!

Thanks Oldschooler:)

Right about the kobolds. they are Germanic forest and mine "spirits," that is goblinsque creatures.

I expect that the first description of the three medusa sisters is rather more flattering than the one you cite ;) Anyway medieval bestiaries seemed as anxious to have a broad repertorie of monsters as I was when creating the Monster Manual for AD&D.

As for the hydra, to be more useful in general play, the artist depicted it more like a crocodile or sauracian, and so I went along figuring there were plenty of snake-bodied critters.

Cheers,
Gary

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francisca

Monday, 20th June, 2005, 05:39 PM

Quote:

*Originally Posted by **Col_Pladoh****All of the dice rolling for random results has a probability that a good player knows and takes into account. Luck is by no means half of the reason for successful FRPG adventuring in general, although in any given case it might be a key component, or might not be involved at all. the same is true of real life successes and failures, of course. Random events and luck are actualities.*

Well, sure, and I guess I went a bit overboard. 50% random luck works well when you are an author spinning a tale. But it's too much randomness and less desirable for a gaming system. :)

Col_Pladoh

Monday, 20th June, 2005, 05:54 PM

Quote:

*Originally Posted by **francisca****Well, sure, and I guess I went a bit overboard. 50% random luck works well when you are an author spinning a tale. But it's too much randomness and less desirable for a gaming system. :)*

Yes indeed ;)

Some people discount random events in a game as if there was no uncertainty in actuality... That is, of course, a gross error.

Cheers,
Gary

Frank Mentzer

Monday, 20th June, 2005, 08:42 PM

Mini-giants

This has certainly been asked before, but...

In AD&D, why are kobolds "giant class"?

F

Col_Pladoh

Monday, 20th June, 2005, 08:59 PM

Quote:

*Originally Posted by **Frank Mentzer****This has certainly been asked before, but...**In AD&D, why are kobolds "giant class"?**F*

How amusing....

All giants are humanoids, and as such they are kin to the smallest of the specias, the kobolds, goblins, hobgoblins, gnolls, bugbears, ogres, and so on up the line;)

Later mate!
Gary

dcollins

Tuesday, 21st June, 2005, 01:20 AM

Hey, speaking of Frank Mentzer...

Gary, I was looking at the "Temple of Elemental Evil" recently and noticed how many discrepancies there were in the 1987 material (esp. the outdoor wilderness map), as compared to the original T1 "Village of Hommlet" adventure. For example, distances between Hommlet/Nulb/Verbobonc about doubled. The "Low Road" which supposedly runs by the river from Verbobonc to Greyhawk appears much further south, with this primary artery running directly through Nulb.

I'm wondering, were there alterations to the geography of T1-4 that you were unhappy with? Was the main road from Verbobonc to Greyhawk really running right past the Temple through Nulb?

Palaner

Tuesday, 21st June, 2005, 01:40 AM

Aha, I return with a host of questions (probably already asked, too). My friends wish to know:

"What was with all the slimes and molds? Were you cleaning the refrigerator when writing the Monster Manual?"

"What's next?" Let's assume he means after Castle Zagyg.

"Did you freak out when they started blaming D&D for witchcraft and suicides?"

"What do you do when your DM sucks ass? For that matter, what do you do as a DM when your players want to be the DM?"

"If, instead of writing the "Player's Handbook," you had written "The Battle of Evermore," would you have gotten laid more or less often in the 70s?" - A humorous jest. :)

"Why did you give the hydra 6d8 hitpoints? This seems really out of balance with other mythical creatures, in particular the wyvern, several of the dragons and the gorgon."

Dannyalcatraz

Tuesday, 21st June, 2005, 02:29 AM

I didn't want to do this, but its sooooo simple and yet sooooo argued about :

In this thread, we've been discussing using Magic Missile against opponents using Mirror Image. I'm sure this issue has come up in countless other threads and campaigns as well.

Magic Missile Vs Mirror Image

Technically, Magic Missile (targets creatures) should not be able to target Mirror Images (because they are figments). Yet many of us have played that they do, and have so for many years- unaware of the technicality.

When it came up in your games, how was that conflict adjudicated? Do you allow spells that "target creatures" to target *illusions* of creatures? What about things the caster erroneously *believes* to be creatures?

Col_Pladoh

Tuesday, 21st June, 2005, 04:12 PM

Quote:

*Originally Posted by **dcollins***

Hey, speaking of Frank Mentzer...

Gary, I was looking at the "Temple of Elemental Evil" recently and noticed how many discrepancies there were in the 1987 material (esp. the outdoor wilderness map), as compared to the original T1 "Village of Hommlet" adventure. For example, distances between Hommlet/Nulb/Verbobonc about doubled. The "Low Road" which supposedly runs by the river from Verbobonc to Greyhawk appears much further south, with this primary artery running directly through Nulb.

I'm wondering, were there alterations to the geography of T1-4 that you were unhappy with? Was the main road from Verbobonc to Greyhawk really running right past the Temple through Nulb?

Water long passed over the dam. No point in commenting on it now, although I will say that the high road from Greyhawk to Verbobonc does not go past the temple and through Nulb.

Cheers,
Gary

Col_Pladoh

Tuesday, 21st June, 2005, 04:34 PM

Quote:

*Originally Posted by **Palaner***

Aha, I return with a host of questions (probably already asked, too). My friends wish to know:

Speaking of a waste of my time... :p

Quote:

"What was with all the slimes and molds? Were you cleaning the refrigerator when writing the Monster Manual?"

Actually, I was reading silly questions when the idea came to me.

Quote:

"What's next?" Let's assume he means after Castle Zagyg.

Logging off and having lunch most probably. As for creative projects, I have mentioned often that I am not doing much new work, but that I have many mss. yet to be edited and published. Also, I have various editing projects and some other business to keep me busier than I'd like to be in the summer months.

Quote:

"Did you freak out when they started blaming D&D for witchcraft and suicides?"

Baseless assertions from hysterical and ignorant people did not phase me. The death threats were something of a bother, though, although I didn't stay locked away, lose any sleep.

Quote:

"What do you do when your DM sucks ass? For that matter, what do you do as a DM when your players want to be the DM?"

This is a simple matter--don't play or don't run the game session. Then find a new GM or become the GM in the former case; in the latter replace the obstreperous player or players with those who know how to behave when engaged in an RPG.

Quote:

"If, instead of writing the 'Player's Handbook,' you had written 'The Battle of Evermore,' would you have gotten laid more or less often in the 70s?" - A humorous jest. ;)

I don't recall running into many gamers when I was living out in Beverly hills, hitting the night spots there... :lol:

Quote:

"Why did you give the hydra 6d8 hitpoints? This seems really out of balance with other mythical creatures, in particular the wyvern, several of the dragons and the gorgon."

Because I felt like it. Why do you question my judgement?

Actually, the hydra has 5-12 HD in the OAD&D game system, so I really don't know what this is all about :mad:

Heh,
Gary

Col_Pladoh

Tuesday, 21st June, 2005, 04:41 PM

Quote:

*Originally Posted by **Dannyalcatraz***

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In this thread, we've been discussing using Magic Missile against opponents using Mirror Image. I'm sure this issue has come up in countless other threads and campaigns as well.

[Magic Missile Vs Mirror Image](#)

Technically, Magic Missile (targets creatures) should not be able to target Mirror Images (because they are figments). Yet many of us have played that they do, and have so for many years- unaware of the technicality.

When it came up in your games, how was that conflict adjudicated? Do you allow spells that "target creatures" to target illusions of creatures? What about things the caster erroneously believes to be creatures?

Nowhere does it say that a magic missile can't be sent against an illusion as its target.

The ability to cast a magic missile doesn't make the one so doing able to determine if a target is illusory, partly non-material, a reflection in a mirror, or for that matter protected by some magical device that absorbs the energy of the magic missile. The missile unerringly hits the target desired to be struck by the caster as the caster perceives that target. If there are mirror images, the magic missiles will dispell those illusions when they hit them, make the real target apparent if there sufficient missiles being sent forth.

Cheers,
Gary

Deogolf

Tuesday, 21st June, 2005, 06:37 PM

Quote:

*Originally Posted by **Col_Pladoh***

Then where is Mina Harker?

*:lol:
Gary*

Mina? MINA!! Oh, @\$%!!

(Quickly slinks away to avoid being beaten!!)

Col_Pladoh

Tuesday, 21st June, 2005, 06:48 PM

Quote:

*Originally Posted by **Deogolf***

Mina? MINA!! Oh, @\$%!!

(Quickly slinks away to avoid being beaten!!)

Don't be frightened...

Aside: It reminds me of the broken battlements of my own home in transylvania.

..they are creatures of the night, count on it.

Heh,
Gary

dcollins

Tuesday, 21st June, 2005, 08:17 PM

Quote:

*Originally Posted by **Col_Pladoh***

Water long passed over the dam. No point in commenting on it now, although I will say that the high road from Greyhawk to Verbobonc does not go past the temple and through Nulb.

Gary, thanks for the response.

As a follow-up, I'll send out a "thank you" as I'm just now finishing up a few months of playing your "Isle of the Ape" adventure, and it's been a lot of fun. (Got to use several of my old dinosaur models and a to-scale King Kong toy along the way.)

One question: I know lots of current players who strongly dislike the very concept of "random wandering monsters". It seems like few designers use them nowadays; there was a recent cartoon about how every wilderness expedition has exactly one encounter on the way for dramatic purposes, regardless of distance traveled. (<http://www.giantitp.com/cgi-bin/Gian...tscript?SK=145>)

When you were running classic D&D adventures, did you stick precisely to the time and probability of random encounters as written? Or did you free-hand it more, for dramatic and narrative effect?

Col_Pladoh

Tuesday, 21st June, 2005, 08:26 PM

Quote:

*Originally Posted by **dcollins***

Gary, thanks for the response.

As a follow-up, I'll send out a "thank you" as I'm just now finishing up a few months of playing your "Isle of the Ape" adventure, and it's been a lot of fun. (Got to use several of my old dinosaur models and a to-scale King Kong toy along the way.)

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When you were running classic D&D adventures, did you stick precisely to the time and probability of random encounters as written? Or did you free-hand it more, for dramatic and narrative effect?

Fie upon the girlie-men that are averse to having encounters with random monsters! No wonder the current generation of RPGers die in droves when faced with real challenges in adventure scenarios :eek: A bunch of coddled PC wimps expecting to power-game over everything. :mad:

Whenever time passed, players were dilatory in acting for their PCs, or they persisted in doing something both time-wasting and pointless we would check for a wandering monster encounter. That at least gave something interesting for the DM to do and entertained the less sedentary PCs of players desiring something active to do;)

The short answer is indeed we always employed random encounters, and I still do.

Pfui!
Gary

dcollins

Tuesday, 21st June, 2005, 10:33 PM

Quote:

*Originally Posted by **Col_Pladoh***

Fie upon the girlie-men that are averse to having encounters with random monsters! No wonder the current generation of RPGers die in droves when faced with real challenges in adventure scenarios :eek: A bunnch of coddled PC wimps expecting to power-game over everything. :mad:

Well, in fact my players did die on the "Isle of the Ape". (Lost to madness & imprisonment in the "Spheres of Thought", actually.) :)

Here's a follow-up to my follow-up question, now that I'm cogitating about this adventure. I'm not sure if you actually ever ran it in its published configuration (search for the Crook of Rao), but when I ran it I did wonder about the following:

- How did you ever deal with the initial combat with some ~300 barbarians of varying high levels in AD&D? (Personally, I had to jury-rig a set of mass-combat rules to handle it.)
- What was your expectation for how PCs would succeed at the adventure? (My players never got any clues about the 3-part ritual, and to my surprise were led by the map handout directly to the "Spheres of Thought" after battling the initial natives.)

Infernal Teddy

Tuesday, 21st June, 2005, 10:35 PM

Hi Gary, greets from Germany! I know this has probably been asked before, but I hope you'll still answer this short question...

In Dragon 315 Jim Ward talks about the origins of the Greyhawk setting, and is quoted as having said: "He had the whole world mapped out". Does this mean you have material about the rest of Oerth hidden in your basement? if yes, is there any chance in hell of us seeing this material?

Yours, The Infernal Teddy

Col_Pladoh

Tuesday, 21st June, 2005, 10:48 PM

Quote:

*Originally Posted by **dcollins***

Well, in fact my players did die on the "Isle of the Ape". (Lost to madness & imprisonment in the "Spheres of Thought", actually.) :)

Here's a follow-up to my follow-up question, now that I'm cogitating about this adventure. I'm not sure if you actually ever ran it in its published configuration (search for the Crook of Rao), but when I ran it I did wonder about the following:

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- What was your expectation for how PCs would succeed at the adventure? (My players never got any clues about the 3-part ritual, and to my surprise were led by the map handout directly to the "Spheres of Thought" after battling the initial natives.)*

Actually, IIRR the PCs from my campaign popped in, surprised the natives, and offed the main leaders quickly, so the mass fled from them. Then the lads ventured past the wall, got a look at things, and got out of there. I don't recall how they managed it, but they left, returned to attack the shaman and his guards, and eventually some of them faced Oonga...one getting trashed thus and the others escaping. Again, they knew they were seeking an artifact, but damned if I can remember if I had defined it as the Crook of Rao then. The module was published about three years after the last excursion by any PCs from my campaign, but the fellows at TSR play-tested it before it went to the printers.

Cheers,
Gary

Col_Pladoh

Tuesday, 21st June, 2005, 10:51 PM

Quote:

*Originally Posted by **Infernal Teddy***

Hi Gary, greets from Germany! I know this has probably been asked before, but I hope you'll still answer this short question...

In Dragon 315 Jim Ward talks about the origins of the Greyhawk setting, and is quoted as having said: "He had the whole world mapped out". Does this mean you have material about the rest of Oerth hidden in your basement? if yes, is there any chance in hell of us seeing this material?

Yours, The Infernal Teddy

Yes, I had a sketch map of the remainder of the globe, to the east, west, north and south of Oerik. I had planned to have Len Lakofka and Francois Marcela Froideval do parts of the entire world, but that was coming after 1985.

So as far as things now stand, there is no remainder of the WoG beyond the original two maps I did.

Cheers,
Gary

Dannyalcatraz

Tuesday, 21st June, 2005, 10:58 PM

Thanks for your time and thought, Gary!

Col_Pladoh

Tuesday, 21st June, 2005, 11:03 PM

Quote:

Originally Posted by **Dannyalcatraz**
Thanks for your time and thought, Gary!

And now I am late and my head hurts...

:uhoh:
Gary

All times are GMT +1. The time now is 04:12 PM.

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Gary Gygax Q&A, Part IX

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gideon_thorne

Tuesday, 21st June, 2005, 11:04 PM

Quote:

Originally Posted by **Col_Pladoh**

And now I am late and my head hurts...

:uhoh:

Gary

We may need to amputate! :D

francisca

Wednesday, 22nd June, 2005, 02:27 AM

Quote:

Originally Posted by **gideon_thorne**

We may need to amputate! :D

And create a new artifact: EGG Head.

EGG Head: It is said that the EGG Head is the pate of none other than Zagyg the Mad. Possessing a great white beard and ponytail, the head supposedly bestows the ability to create whole new forms of entertainment (complete with imitators and pointless "revisions"), whilst decrying girlie-men, espousing the virtue of Libertarian doctrine, dispensing opinion on various sorts of victuals, and generally using words nobody has uttered in a few generations.

To activate the EGG Head, the recipient's own noggin must be severed from the body, and the EGG Head attached to the stump within one melee round. One segment later, the EGG Head will animate, taking control of the body, and proceeds to magically conjure a die of 4, 6, 8, 10, 12, or 20 sides (determined randomly). It will then roll the die to determine his disposition to others standing about, watching the bloody spectacle.

In addition to the aforementioned abilities, the EGG Head has the following powers/effects:

3xI: _____, _____, _____
2xII: _____, _____
1xIII: _____
3xIV: _____, _____, _____
2xV: _____, _____
1xVI: _____

(with apologies to Gary, for my pale imitation, and a nod to Jolly for inspiration) :D

dcollins

Wednesday, 22nd June, 2005, 02:31 AM

Quote:

Originally Posted by **Col_Pladoh**

Actually, IIRR the PCs from my campaign popped in...

Gary, thanks a bunch for your insights.

Henry

Wednesday, 22nd June, 2005, 02:34 AM

Quote:

Originally Posted by **francisca**

And create a new artifact: EGG Head.

After the whole [Head of Vecna](#) debacle, I doubt very many will be clamoring for this artifact. :)

Gray Mouser

Wednesday, 22nd June, 2005, 03:11 AM

Quote:

Originally Posted by **Henry**

After the whole [Head of Vecna](#) debacle, I doubt very many will be clamoring for this artifact. :)

:lol: :lol: :lol:

Gray Mouser

Steverooo

Wednesday, 22nd June, 2005, 05:16 AM

Rust-Makers

Okay, here's one I always wondered about (and I can't be the only one in the Universe):

Where are all the Metal-(:):(:)ters in the (A)D&D Universe(s)? I mean, with all of those blasted (or *Magic Missiled*) Rust Monsters running around, how is it that there is any metallic ore left on any of the (A)D&D planets, unless *something's making it*?! :p

Llaurenela

Wednesday, 22nd June, 2005, 02:39 PM

Quote:

Originally Posted by **Col_Pladoh**

Sadly, all of my special D&D library items were siezed by Loppraine Williams when she took over the company in 1984. I never got any of those books or games or other items back.

In short, I haven't the errate material. It should be in The Strategic Review, though, and those are on the PDF, no?

*Cheers,
Gary*

Gary,

I got the errata sheet! I asked an ebayer that was posting a 3rd printing if he could send me a copy of the errata sheet since he indicated that he had one. He sent me a jpeg image that was a little blurry but readable and I got a second jpeg from a second listing for another 3rd printing (those things are expensive) it was also a little blurry (?).

Huge thanks to Finarvyn for typing this up from the blurry image that I received. I have gone ahead and annotated it for the 5th and 6th printings, I don't have a 4th printing so if anyone does and wants to check and see if the corrections were made in the 4th printing, please let us know .

DUNGEONS & DRAGONS

--Correction Sheet--

A few added notes are in Italics! To the best of my knowledge, all of these changes are for the 1st, 2nd, and 3rd printings since the errata sheet was inserted in the box for the 2nd and 3rd printing. The 4th printing may or may not have been corrected; I do not have one to check. All of these errata were corrected for the 5th and 6th printings, except as noted below.

MEN & MAGIC, Volume 1

Page 9: Add "Griffons" under the neutrality column. Delete the first listing for "Wights" under the Chaos column.

Page 11, line 35: "30% to 40%" should be 40% to 50%.

Page 22, line 21: The "T" cross index for Zombie/Adept should be 7.

Page 23, line 34: "...2+1), ("and" deleted) from 1-6, 3rd level types, and but 1 4th level type (up to 4+1 hit dice)."

Page 28, line 9: "each" should be east (*it may be this in the 1st , 2nd, 3rd and 4th printing I do not have any of those to check. However, in the 5th and 6th printing the reference is page 27, line 18: "each" should be east and it was corrected.*

MONSTERS & TREASURE, Volume 2

Page 3: Skeletons/Zombies hit dice should read 1/2/1 (*read as one-half / one*)

Page 14, line 24: "doing two, three or four dice of damage (depending on size)!" *Refers to Balrogs description, which is not in the 6th printing.*

Page 14, line 31: add Only magical weapons/attacks affect Gargoyles. *In the 6th printing, this is Page 14, line 15*

Page 14, line 33: add Only silver weapons or magical weapons/attacks affect Lycanthropes. *In the 6th printing, this is Page 14, Line 18*
Page 14 In the 5th printing and earlier Balrogs appears immediately after dragon treasure, but in the 6th printing Balrogs is replaced with an illustration.

Page 18, line 22: add Only magical weapons/attacks affect Elementals.

Page 24, SCROLLS: There is a 25% chance that any scroll of spells found will contain those useable by Clerics.

Page 32, Heroism: add The potion will cause fighters of 5th – 7th level to increase two levels, and 8th – 10th level to increase by one level of ability.

SCROLLS: N.B. After reading a spell from a scroll the writing disappears, so the spell is usable one time only! *In the 5th and 6th printing, this correction was made except that the "N.B." was not inserted.*

THE UNDERWORLD & WILDERNESS ADVENTURES, Volume 3

Page 11: Balrogs should have "Die" 9. *In the 6th printing "Spectres" were inserted in place of Balrogs.*

Page 18, line 10: An Encounter occurs in a City on a 6. *Actually, line 7, at least in the 5th and 6th printings, I don't know about the 4th printing or earlier.*

Page 24, line 16: The missing word is ten. *Actually, line 18, at least in the 5th and 6th printings and is inserted as the number 10. I don't know about the 4th printing or earlier.*

Published by

Tactical Studies Rules

542 Sage Street

Lake Geneva, Wisconsin 53147

As you all can see from the errata sheet, there are some items that would effect play in a big way if they were missing. It is great to know that at least in the 5th and 6th printings the correction were made prior to printing and if anyone could let us know about the 4th printing it would sate our (my) curiosity!!

Cheers,

Llaurenela

Odhanan

Wednesday, 22nd June, 2005, 05:29 PM

Good morning Gary and everyone!

Quote:

Yes, I had a sketch map of the remainder of the globe, to the east, west, north and south of Oerik. I had planned to have Len Lakofka and Francois Marcela Froideval do parts of the entire world, but that was coming after 1985.

That's really interesting to read. I know Francois Marcela Froideval for being co-founder with Didier Guiserix of the magazine *Casus Belli* in France, and knew he was playing with you at some time.

Was Francois playing Whismerhill at your game table (I am not even aware if you know that character name)? I heard this was his character at some point before making it into the *Chroniques de la Lune Noire* comics series, but do not know if it was you or someone else who was DMing.

Another related question, but this time regarding T1-4 *Temple of Elemental Evil*. It is specified in the introduction that Hommler and its surroundings were designed for and modified by actual players of Greyhawk. It is also indicated that many of the followers of these PCs made it as NPCs in the module.

My question regarding this: Do you remember which NPCs were originally followers of the PCs you mention? Any specifics about these player characters or anecdotes of these game session worth sharing with us?

Edit - last question: There is a character that appeared in *Casus Belli* who was called "Gros Bill" (Big Bill). This was "the" powergamer collecting magical items and optimizing everything for efficiency in the game, and it still remains today the translation of "munchkin" in French. Gros Bill seems to have been one of the players at your game table. Does it ring any bell?

Thanks!

francisca

Wednesday, 22nd June, 2005, 06:00 PM

Quote:

*Originally Posted by **Llaurenela***
Tactical Studies Rules
542 Sage Street
Lake Geneva, Wisconsin 53147

You know, there is just something kinda cool about TSR having an address (albeit old) on Sage street.

thufur

Wednesday, 22nd June, 2005, 09:03 PM

Isle of Ape

Quote:

*Originally Posted by **Col_Pladoh***

Actually, IIRC the PCs from my campaign popped in, surprised the natives, and offed the main leaders quickly, so the mass fled from them. Then the lads ventured past the wall, got a look at things, and got out of there. I don't recall how they managed it, but they left, returned to attack the shaman and his guards, and eventually some of them faced Oonga...one getting trashed thus and the others escaping. Again, they knew they were seeking an artifact, but damned if I can remember if I had defined it as the Crook of Rao then. The module was published about three years after the last excursion by any PCs from my campaign, but the fellows at TSR play-tested it before it went to the printers.

Cheers,
Gary

Ran that last summer - Last Will and Testament of Warnes Starcoat provided several hints and clues as to what to expect. Archmage used Tome of Time (I5 Tomb of Martek) to give pcs permanent infravision, detect invisible, comp. languages, and protection from normal missiles. The battle against (what I changed to) the halfling cannibals was dramatic, but once the mages had enlarged all the fighters and began roasting dozens of tribesman at a time, over very quickly.

The discussion of random monsters goes very well with Isle of the Ape. The daily check for diseases also had a major affect on the party. The druid was completely in his element, and the fact that 'snare' doesn't have a size limit makes it fairly bad arsed.

The two best combats were 1) two random T-Rexes, one of whom ate the archmage who Timestopped, magic jarred, and delayed blast fireballed the head of the T-Rex, and 2) several enlarged fighters grappling Oonga JR. and giving him a giant sized monkey whooping. The fight against Oonga was sort of a let down because I knew what was coming and still couldn't avoid getting beat down.

haakon1

Thursday, 23rd June, 2005, 08:40 AM

Missing map of Oerth

Quote:

*Originally Posted by **Col_Pladoh***

So as far as things now stand, there is no remainder of the WoG beyond the original two maps I did.

Not to contradict Gary, but I think Roger Moore or Erik Mona somehow found that map, or something similar. It was a map of Oerth that included countries like "Erypt" and I think "Zindia". I can't remember who they got it from, but apparently it survived the barbarian hordes of She Who Is Only Occasionally Named.

It was discussed years ago (1996-1999 era) on the old AOL discussion board about Greyhawk. Erik got his job with WOTC and now Paizo by being a superfan on that board . . .

Col_Pladoh

Thursday, 23rd June, 2005, 10:06 PM

Quote:

*Originally Posted by **Henry***

After the whole [Head of Vecna](#) debacle, I doubt very many will be clamoring for this artifact. :)

Debate? I'd say amusing farce is a more accurate description of the matter. A tale to be told and retold amidst gales of mirth!

Cheers,
Gary

Col_Pladoh

Thursday, 23rd June, 2005, 10:09 PM

Quote:

*Originally Posted by **Steverooo***

Okay, here's one I always wondered about (and I can't be the only one in the Universe):

Where are all the Metal-:):):ters in the (A)D&D Universe(s)? I mean, with all of those blasted (or Magic Missiled) Rust Monsters running around, how is it that there is any metallic ore left on any of the (A)D&D planets, unless something's making it?!! :p

Pish!

The scrap from iron battleships would feed all the Oerth's rust monsters for a century, that without considering automobile junkyards :]

Heh,
Gary

gideon_thorne

Thursday, 23rd June, 2005, 10:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

Pish!

The scrap from iron battleships would feed all the Oerth's rust monsters for a century, that without considering automobile junkyards :]

*Heh,
Gary*

Sides. Im sure the rust monster has some sort of natural preadator to keep their numbers down? If not, invent one. :)

Col_Pladoh

Thursday, 23rd June, 2005, 10:14 PM

Quote:

*Originally Posted by **Llaurenela***

*...
Llaurenela*

Thanks:) I have copied and pasted the errata to a file.

I was not responsible for printing at the times when the fourth and later prntings occurred, so I can't comment.

Cheers,
Gary

Col_Pladoh

Thursday, 23rd June, 2005, 10:21 PM

Quote:

*Originally Posted by **Odhanan***

Good morning Gary and everyone!

That's really interesting to read. I know Francois Marcela Froideval for being co-founder with Didier Guiserix of the magazine Casus Belli in

France, and knew he was playing with you at some time.

Indeed, I know Didier and his wife too, have been to their apartment in Paris.

Quote:

Was Francois playing Whismerhill at your game table (I am not even aware if you know that character name)? I heard this was his character at some point before making it into the Chroniques de la Lune Noire comics series, but do not know if it was you or someone else who was DMing.

Yes, Francois was playing Whismerhill (aka "Wimpmirill" according to my son Luke) with me as the DM, also rob Kuntz and some others likely.

Quote:

Another related question, but this time regarding T1-4 Temple of Elemental Evil. It is specified in the introduction that Hommlet and its surroundings were designed for and modified by actual players of Greyhawk. It is also indicated that many of the followers of these PCs made it as NPCs in the module.

My question regarding this: Do you remember which NPCs were originally followers of the PCs you mention? Any specifics about these player characters or anecdotes of these game session worth sharing with us?

If i had a list of names I might be able to assist, but I can't recall without such memory refreshment.

Quote:

JEdit - last question: There is a character that appeared in Casus Belli who was called "Gros Bill" (Big Bill). This was "the" powergamer collecting magical items and optimizing everything for efficiency in the game, and it still remains today the translation of "munchkin" in French. Gros Bill seems to have been one of the players at your game table. Does it ring any bell?

Thanks!

But of course. I met Gros Bill in Paris and gamed with him in Francois' campaign, DMed for Gros bill and other of Francois group at the time :D

Cheers,
Gary

Col_Pladoh

Thursday, 23rd June, 2005, 10:25 PM

Quote:

*Originally Posted by **francisca***

You know, there is just something kinda cool about TSR having an address (albeit old) on Sage street.

Heh,

That was the residence of Donald Raymond Kaye, born 27 June 1938, one month my senior, and a friend of mine from age 6 or so on.

Cheers,
Gary

Col_Pladoh

Thursday, 23rd June, 2005, 10:29 PM

Quote:

*Originally Posted by **haakon1***

Not to contradict Gary, but I think Roger Moore or Erik Mona somehow found that map, or something similar. It was a map of Oerth that included countries like "Erypt" and I think "Zindia". I can't remember who they got it from, but apparently it survived the barbarian hordes of She Who Is Only Occassionally Named.

It was discussed years ago (1996-1999 era) on the old AOL discussion board about Greyhawk. Erik got his job with WOTC and now Paizo by being a superfan on that board . . .

Do not be misled! that map is spurious and has nothing to do with any creative addition to the Oerth that I planned.

the claim was bandied about but no one making it ever asked for verification from me.

I have frequently denied its authenticity on public boards.

Gary

Col_Pladoh

Thursday, 23rd June, 2005, 10:31 PM

Quote:

*Originally Posted by **gideon_thorne***

We may need to amputate! :D

Peter wants the Head of Vecna...a likely great improvement in regards political temper :p

Cheerio,
Gary

gideon_thorne

Thursday, 23rd June, 2005, 10:42 PM

Quote:

*Originally Posted by **Col_Pladoh***

Peter wants the Head of Vecna...a likely great improvement in regards political temper :p

*Cheerio,
Gary*

Might look great on my mantle next to the original Darth Vader mask we have. :)

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Thursday, 23rd June, 2005, 10:48 PM

Quote:

*Originally Posted by **gideon_thorne***

Might look great on my mantle next to the original Darth Vader mask we have. :)

Bah!

If the head fits, wear it :eek:

Gary

gideon_thorne

Thursday, 23rd June, 2005, 11:19 PM

Quote:

*Originally Posted by **Col_Pladoh***

Bah!

If the head fits, wear it :eek:

Gary

Just wait, he's going to start with the in-vecna-tive next. :)

Col_Pladoh

Thursday, 23rd June, 2005, 11:56 PM

Quote:

*Originally Posted by **gideon_thorne***

Just wait, he's going to start with the in-vecna-tive next. :)

Keep an eye on it and give me a hand when I do :cool:

Cheers,
Gary

Col_Pladoh

Thursday, 23rd June, 2005, 11:59 PM

That's all the chit-chat for today folks. Tonight is gamning night here and the team is outside Yggsburgh recruiting soldiers for the town's chief enemy...and now they realize it, so what they'll do is going to be interesting :lol:

Vheers,
Gary

Jdvn1

Friday, 24th June, 2005, 08:19 AM

Tell us how it goes, though!

BOZ

Friday, 24th June, 2005, 09:20 PM

gary,

have you ever asked anyone at TSR or WotC to see if any of those materials remained after LW left? it's possible that she was spiteful enough to take them away to destroy them, but it's also possible that she took them away just to hold them in some storage room somewhere that you couldn't get to them.

or, do you feel more like, "eh, that's all in the past, no point in revisiting it now."

Col_Pladoh

Saturday, 25th June, 2005, 12:17 AM

Quote:

*Originally Posted by **Jdvn1***

Tell us how it goes, though!

Well...

Desite having reservations, notingthat some unknown mEn are following them, the team has managed to recruit a "free company" of over 200 soldiers with 10 serjeants and 20 corporals supplied by a "fortuitous" joining of one Lieutenant Pauncefot Slaunce. The team have ordered sheilds, short spears, and tabards for the company, currently being drilled in 20 squads of 10 men each. the ordered equipment should arrive in a week.

What they will do once the men are equipped is a good question. there are two squads of trained archers, 11 (counting their corporal) each with crossbows and bows.

They are encamped on the green opposite the Outs Inn and attracting a lot of attention....

Cheers,
Gary

Col_Pladoh

Saturday, 25th June, 2005, 12:21 AM

Quote:

*Originally Posted by **BOZ***

gary,

have you ever asked anyone at TSR or WotC to see if any of those materials remained after LW left? it's possible that she was spiteful enough to take them away to destroy them, but it's also possible that she took them away just to hold them in some storage room somewhere that you couldn't get to them.

or, do you feel more like, "eh, that's all in the past, no point in revisiting it now."

As much of the old archive material seems to have gone south, likely all of my former possessions went along with them. No one has volunteered and books with my name in them, or signed to me by the author, since Lorraine departed, so I will not bother myself about it.

Cheers,
Gary

BOZ

Saturday, 25th June, 2005, 12:29 AM

ah... too bad. :(

haakon1

Saturday, 25th June, 2005, 07:04 PM

Quote:

*Originally Posted by **Col_Pladoh***

Do not be misled! that map is spurious and has nothing to do with any creative addition to the Oerth that I planned.

the claim was bandied about but no one making it ever asked for verification from me.

I have frequently denied its authenticity on public boards.

Gary

Good to know. It didn't fit my version of the world anyhow.

Mighty Veil

Saturday, 25th June, 2005, 08:52 PM

I find myself watching the D&D movie on TV. Never watched it before. Half-way through I can honestly say this. I wish I had woke up earlier to catch "Man Who Would Be King" instead. Awful movie. So now I find myself Googling up the D&D cartoon. Looking at a fan site's stats for the show's characters. This has me wondering something after the previous talks in the previous pages on alignments.

Gary,
So what was everyone's alignments?

I'm guessing the kids were NG. DM was LG. And Venger was CE?

Col_Pladoh

Saturday, 25th June, 2005, 09:31 PM

Quote:

*Originally Posted by **Mighty Veil***

I find myself watching the D&D movie on TV. Never watched it before. Half-way through I can honestly say this. I wish I had woke up earlier to catch "Man Who Would Be King" instead. Awful movie. So now I find myself Googling up the D&D cartoon. Looking at a fan site's stats for the show's characters. This has me wondering something after the previous talks in the previous pages on alignments.

Gary,
So what was everyone's alignments?

I'm guessing the kids were NG. DM was LG. And Venger was CE?

As an aside, the second D&D movie is a good deal better than the first ;)

Such a consideration never arose, it not being important in the minds of the produces and writers. As I never thought of them as actual D&D characters, their alignment never occurred to me either.

I would say the Dungeon Master was more NG, and Venger more NE than not.

Cheers,
Gary

Mighty Veil

Saturday, 25th June, 2005, 10:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

the second D&D movie is a good deal better than the first

Hasbro should take a page from Marvel. Just offer its trademarks to whoever might want to make a film from it. They have an obivious one that I bet could get made and with a known actor.

Quote:

*Originally Posted by **Col_Pladoh***

Such a consideration never arose. As I never thought of them as actual D&D characters, their alignment never occurred to me either.

Normally growing up it was for me wondering their classes and level. Just suddenly I wondered. Must be from all that alignment talk. I'm just amazed how far off in direction and meaning alignments seemed to of went since its first introduction. That's what it appears like, to me. Any regrets in that rule (I remember you mentioning you rarely use it now)? I'm getting the feeling to truly understand the difference between Neutral vs. Law and Chaos, a person needs to read the books it came from.

Quote:

*Originally Posted by **Col_Pladoh***

I would say the Dungeon Master was more NG, and Venger more NE than not.

NG I can see for him (after I posted I thought it could be, I just had my assumption on why he may be lawful or have to be lawful). But how in Venger Neutral? I realize this seems trival, talking about cartoon characters. I'm not asking so much on that. More to see why I thought chaotic and why he wouldn't be. (I figured chaotic since he's into the black arts, etc. Controls others through his might and fear, but unless he needs his servants. Just leaves them alone to rule whatever they're ruling over.)

Probably just easier to game with alignments. But it would feel strange to do so for some reason.

Col_Pladoh

Saturday, 25th June, 2005, 11:54 PM

Mighty Veil,

I am not privy to the l;icensing arrangements that Hasbro made for the new D&D film.

As for alignment, it is a handy,if very compartmentalized, means for the DM to use in handling motivation and behavior.

Cheers,
Gary

Gray Mouser

Thursday, 30th June, 2005, 09:36 PM

Colonel, I have a question for you regarding the effects of *possession* in 1e AD&D, viz., I haven't been able to find anything in the core books specifying exactly what happens when someone is possessed and who or what can do the possessing.

I didn't see any mention of the ability in the MM entry for "Devil" or for "Demon." In the Greyhawk Glossography, however, the adventure outline "The Copper Raider" mentions that Clonoc the copper dragon is possessed by a demon, but doesn't specify what kind. (Heh, I hope to spring this adventure, or at least a variation of it, on my players in the future, btw :))

The DMG says that a "Protection from Possession" scroll works against spells such as "magic jar", mental/psychic draining attacks or "demon, devil, night hag, or similar creature possession (obsession). I assume this refers to the Night Hag ability to "ride" a person mentioned in the MM

and that this means *both* devils and demons can possess someone.

So, my questions are these:

- 1) What *happens* when someone is possessed? Should I just treat the effect as a "Magic Jar" spell?
- 2) Can *all* demons and devil possess someone or only certain types (presumably the more powerful ones)?
- 3) Do you envision Daemons and Demodands having this ability, or is it limited to the creatures already mentioned?
- 4) The DMG mentions that a "Protection from Possession" scroll works even for dead bodies. I'm assuming that a possessed dead body would be animated and function under the influence of said possessing creature (and be able to be turned by a Cleric as a "special" on the turning table).
- 5) Just out of curiosity, would you think it would be possible to possess an intelligent sword since it has its own personality?

Sheesh, that's a much longer question than I originally thought! Hope you don't mind and thanks in advance for the help!

Gray Mouser

Col_Pladoh

Thursday, 30th June, 2005, 10:10 PM

Quote:

*Originally Posted by **Gray Mouser***

So, my questions are these:

1) What happens when someone is possessed? Should I just treat the effect as a "Magic Jar" spell?

Yes, that is basically what happens to the possessed individual.

Quote:

2) Can all demons and devil possess someone or only certain types (presumably the more powerful ones)?

It is up to the DM, but I'd say that those of 5th rank or above can attempt possession as if casting a magic jar spell.

Quote:

3) Do you envision Daemons and Demodands having this ability, or is it limited to the creatures already mentioned?

No and yes.

Quote:

4) The DMG mentions that a "Protection from Possession" scroll works even for dead bodies. I'm assuming that a possessed dead body would be animated and function under the influence of said possessing creature (and be able to be turned by a Cleric as a "special" on the turning table).

your assumption regarding dead bodies, and animals for that matter, is correct. they can be turned by clerics as "special." I'd vary chances depending on the strength of the possessing entity, but all will be difficult to turn.

Quote:

5) Just out of curiosity, would you think it would be possible to possess an intelligent sword since it has its own personality?

No, the sword is possessed by a spirit. that spirit would have to be dislodged/destroyed, and then the possessing entity would be stuck in the weapon...not a desirable thing for any demon or devil.

Quote:

Sheesh, that's a much longer question than I originally thought! Hope you don't mind and thanks in advance for the help!

Gray Mouser

All of the above FWIW, 'Mouser :uhoh:

Cheers,
Gary

Gray Mouser

Thursday, 30th June, 2005, 10:18 PM

Quote:

*Originally Posted by **Col_Pladoh***

No, the sword is possessed by a spirit. that spirit would have to be dislodged/destroyed, and then the possessing entity would be stuck in the

weapon...not a desirable thing for any demon or devil.

Ah, that's pretty interesting. I guess I never thought of an intelligent sword in those terms before, though it makes a lot of sense. As a follow up, do you envision intelligent swords' spirits being pre-existing creatures which were bound to the sword or as being somehow "constructed" or created when the sword is originally enchanted?

Quote:

All of the above FWIW, 'Mouser :uhoh:

*Cheers,
Gary*

Heh, actually, Colonel, your answers were quite helpful as I've been looking for an official answer for some time now (and don't give me any guff about IP and not owning the game any more, either! ;)).

Gray Mouser

Col_Pladoh

Thursday, 30th June, 2005, 10:25 PM

Quote:

*Originally Posted by **Gray Mouser***

Ah, that's pretty interesting. I guess I never thought of an intelligent sword in those terms before, though it makes a lot of sense. As a follow up, do you envision intelligent swords' spirits being pre-existing creatures which were bound to the sword or as being somehow "constructed" or created when the sword is originally enchanted?

I believe they are from existing sources, mostly elemental or elementary. A truly evil sword might be possessed of the spirit of a demon or devil...surely Stormbringer was :eek:

On the opposite side, a truly good one might have some upper planar spirit entity imbued within it.

Quote:

Heh, actually, Colonel, your answers were quite helpful as I've been looking for an official answer for some time now (and don't give me any guff about IP and not owning the game any more, either! ;)).

Gray Mouser

No guff but a matter of fact. The game belongs to Hasbro, and what I say has no official standing whatsoever.

*Cheers,
Gary*

oldschooler

Thursday, 30th June, 2005, 11:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

No guff but a matter of fact. The game belongs to Hasbro, and what I say has no official standing whatsoever.

*Cheers,
Gary*

Your first point is well taken, Hasbro does indeed own the D&D *brand*. As far as your say not being official; Well, you're just plain d*mn wrong. To thousands (if not millions) of gamers around the world, it doesn't matter who owns the name, you'll always own The Game. You created it and too many people count your opinions on it as LAW.

Your opinions on things long out of print are very important to a lot of people, so don't be afraid to answer questions you don't think matter. If they didn't matter, they wouldn't have been asked you.

When it comes to OOP material, Habro/WotC simply doesn't care (i.e. we can't **get** such answers from them).

Oohhh, I feel much better now. Hope I didn't sound too harsh, Colonel; My venting valve just gave way:D

Col_Pladoh

Friday, 1st July, 2005, 12:01 AM

Quote:

*Originally Posted by **oldschooler***

*Your first point is well taken, Hasbro does indeed own the D&D *brand*. As far as your say not being official; Well, you're just plain d*mn wrong. To thousands (if not millions) of gamers around the world, it doesn't matter who owns the name, you'll always own The Game. You created it and too many people count your opinions on it as LAW.*

I guess you've not been to RPGNet :eek:

In regards to OAD&D, I suppose I am as well versed as most in regards the mechanics even though I haven't played the system as I did back through the mid-80s, have dabbled maibnly since 1986.

Quote:

Your opinions on things long out of print are very important to a lot of people, so don't be afraid to anwser questions you don't think matter. If they didn't matter, they wouldn't have been asked you.

Afraid? Not bloody likely. Reticent and lazy, perhaps :p

Quote:

*When it comes to OOP material, Habro/WotC simply doesn't care (i.e. we can't **get** such anwsers from them).
Oohhh, I feel much better now. Hope I didn't sound too harsh, Colonel; My venting valve just gave way:D*

In my seldom humble opinion Hasbro.\wotC doesn;t give a tinker's damn about the whole system, save as a cash cow, or else they would never have done what they did, including divestature of GenCon, the Dragon magazine, and not producing modules. I will leave the new game to speak for itself.

Do check out the C&C game....and maybe Lejendary Adventure too ;)

Cheers,
Gary

thufur

Friday, 1st July, 2005, 12:36 AM

Cash Cow

I so want to go on a rant about WoTC and Hasbro.

Instead, the terrasque. I asked you a while ago about the moondog and you mentioned most of the MM II creatures are yours - if so, where did you come up with the idea for the terrasque? Did any of your campaigns have to deal with it? Is dropping green slime on it the only tactic that works?

ColonelHardisson

Friday, 1st July, 2005, 12:58 AM

Quote:

*Originally Posted by **Col_Pladoh****In my seldom humble opinion Hasbro.\wotC doesn;t give a tinker's damn about the whole system, save as a cash cow, or else they would never have done what they did, including divestature of GenCon, the Dragon magazine, and not producing modules. I will leave the new game to speak for itself.*

Could a company that didn't do all this remain solvent?

Patryn of Elvenshae

Friday, 1st July, 2005, 01:08 AM

Quote:

*Originally Posted by **ColonelHardisson****Could a company that didn't do all this remain solvent?*

Yeah, and why all the hate?

Surely GG should know that hatred leads to the Dark Side, eh?

I guess, I don't know, this is my joking way of scratching my head and saying, "Huh." I mean, after all, I have a blast getting together and playing D&D with my friends. I've done so for how many years, now? Well, a lot (though not as many as others, of course), ever since I started playing one fateful night on a Boy Scout camporee - having only had console RPG* experience up until that point, my axe-wielding human Fighter wanted to know if the wolf whose head he'd just split was carrying any gold.

It's a bit disconcerting (if you'll forgive the analogy) to have the father of RPGs look at you like a red-headed by-blow because you like the current edition.

Of course, I address this not to any specific, personal comments, but rather to the general tenor of this thread and its ilk. :\

* - Early NES, Dragon Warrior and Final Fantasy, to be specific.

Llaurenela

Friday, 1st July, 2005, 02:19 AM

Quote:

*Originally Posted by **Patryn of Elvenshae****Yeah, and why all the hate?**Surely GG should know that hatred leads to the Dark Side, eh?**I guess, I don't know, this is my joking way of scratching my head and saying, "Huh." I mean, after all, I have a blast getting together and playing D&D with my friends. I've done so for how many years, now? Well, a lot (though not as many as others, of course), ever since I started playing one fateful night on a Boy Scout camporee - having only had console RPG* experience up until that point, my axe-wielding human Fighter wanted to know if the wolf whose head he'd just split was carrying any gold.**It's a bit disconcerting (if you'll forgive the analogy) to have the father of RPGs look at you like a red-headed by-blow because you like the current edition.**Of course, I address this not to any specific, personal comments, but rather to the general tenor of this thread and its ilk. :*** - Early NES, Dragon Warrior and Final Fantasy, to be specific.*

If you are not a munchkin, with all perfect numbers across the board and every possible feat etc added to your character and you don't whine when a character gets killed off, then I would not take anything you mentioned as being directed at you.

There is nothing wrong with the current edition, if you like a rules heavy game with everything defined and spelled out. On the other hand if you like to let your imagination roam free and you like being able to roll up a new character in under 5 minutes and be ready to play as soon as the ref (DM) can fit you back in the game then try Original Dungeons and Dragons the way it was played back in the mid 70's and the way thousands of people still play. To each his or her own. To my mind 3.0 and 3.5 take so much time and paperwork that there is too little time left to play. I like rules lite fly by the seat of your pants. I find it more fun. If you have fun playing the current edition, then continue to do so. The fact that some of us may wonder how you can have fun doing it is not your problem and we don't think about it except when someone brings it up anyway, we are too busy having more fun with the older version.:p :) :cool:

Llaurenela

gideon_thorne

Friday, 1st July, 2005, 02:21 AM

Quote:

Originally Posted by **Llaurenela**

On the other hand if you like to let your imagination roam free and you like being able to roll up a new character in under 5 minutes and be ready to play as soon as the ref (DM) can fit you back in the game then try Original Dungeons and Dragons the way it was played back in the mid 70's and the way thousands of people still play. To each his or her own.

And you can do the same thing with Castles and Crusades. :) *shameless plug*

Devall2000

Friday, 1st July, 2005, 04:17 AM

Gary,

How often do you or did you drink during gaming sessions? I read an old post recently where it sounds like you were drinking whiskey and used the occasion as an opportunity to take away two vorpal blades from a PC. :mad:

I drink a beer or two every now and again during a session. Although, there was that time we played until 5 in the morning where I had more than 2.

BTW, I liked what you had to say about Nut Brown Ale. I've considered buying it in the past while looking around for something and intend on getting it the next time I see it in the store. I didn't see it this evening so I decided to get some Hefe-Weizen.

Finally, is it still possible to get the LA Quickstart PDF off of www.lejendary.com? I've looked around a little but haven't seen it.

thanks,
Jamie

Steverooo

Friday, 1st July, 2005, 06:43 AM

Quote:

Originally Posted by **Col_Pladoh**

Pish!

The scrap from iron battleships would feed all the Oerth's rust monsters for a century, that without considering automobile junkyards :]

*Heh,
Gary*

Ah, Pish-tush, Sirrah! Very few of ANY of those, on Oerth! :p

Col_Pladoh

Friday, 1st July, 2005, 04:37 PM

Quote:

Originally Posted by **thufur**

I so want to go on a rant about WoTC and Hasbro.

Instead, the terrasque. I asked you a while ago about the moon dog and you mentioned most of the MM II creatures are yours - if so, where did you come up with the idea for the terrasque? Did any of your campaigns have to deal with it? Is dropping green slime on it the only tactic that works?

Bah! :]

I said MOST, not ALL! :lol:

Actually the terrasque is the creation of Francois Marcela Froideval, and if there are other ways to wipe one out, he alone is likely to know. What a brute! *Take your choice in regards the subject of the last statement...)

:D
Gary

Col_Pladoh

Friday, 1st July, 2005, 04:43 PM

Quote:

*Originally Posted by **ColonelHardisson***

Could a company that didn't do all this remain solvent?

You can't be serious...

Of course such a company would be solvent, for the fans would surely support it. However, it wouldn't likely meet the bottom-line demands of a big publicly held toy company such as Hasbro.

TSR got into trouble when it stopped serving the needs of its consumer base. In 1982 it made over \$16 million gross, with about 25% of that pre-tax profit, and long term debt was about \$1 million--easily payable with an average month's receipts. At that time DRAGON was not making any profit. GenCon paid for itself, but dislocated production for a week or two. Adventure modules were profitable SKUs.

Cheers,
Gary

Gentlegamer

Friday, 1st July, 2005, 04:43 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

It's a bit disconcerting (if you'll forgive the analogy) to have the father of RPGs look at you like a red-headed by-blow because you like the current edition.

You're not playing the current edition of (A)D&D . . . you're playing d20 Fantasy, a wholly different game system.

Col_Pladoh

Friday, 1st July, 2005, 04:48 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

Yeah, and why all the hate?

...

You mistake disgust for hate.

As the one who created GenCon, the game, DRAGON magazine, the World of Greyhawk, and the basis for the RPGA I am qualified to make comments, am I not?

Gary

Col_Pladoh

Friday, 1st July, 2005, 04:50 PM

Quote:

*Originally Posted by **Llaurenela***

If you are not a munchkin, with all perfect numbers across the board and every possible feat etc added to your character and you don't whine when a character gets killed off, then I would not take anything you mentioned as being directed at you.

There is nothing wrong with the current edition, if you like a rules heavy game with everything defined and spelled out. On the other hand if you like to let your imagination roam free and you like being able to roll up a new character in under 5 minutes and be ready to play as soon as the ref (DM) can fit you back in the game then try Original Dungeons and Dragons the way it was played back in the mid 70's and the way thousands of people still play. To each his or her own. To my mind 3.0 and 3.5 take so much time and paperwork that there is too little time left to play. I like rules lite fly by the seat of your pants. I find it more fun. If you have fun playing the current edition, then continue to do so. The fact that some of us may wonder how you can have fun doing it is not your problem and we don't think about it except when someone brings it up anyway, we are too busy having more fun with the older version.p ;) :cool:

Llaurenela

Thank you kindly :)

No more need be said,
Gary

Col_Pladoh

Friday, 1st July, 2005, 04:51 PM

Quote:

*Originally Posted by **gideon_thorne***

And you can do the same thing with Castles and Crusades. ;) *shameless plug*

Even more soul and spirit is found in the *Legendary Adventure* game system!
*Completely shameless plug :p *

Cheerio,
Gary

Patryn of Elvenshae

Friday, 1st July, 2005, 04:54 PM

Quote:

*Originally Posted by **Gentlegamer***

You're not playing the current edition of (A)D&D . . . you're playing d20 Fantasy, a wholly different game system.

And there it is again.

Keep it to yourself, GG.

Col_Pladoh

Friday, 1st July, 2005, 04:59 PM

Quote:

*Originally Posted by **Devall2000***

Gary,

How often do you or did you drink during gaming sessions? I read an old post recently where it sounds like you were drinking whiskey and used the occasion as an opportunity to take away two vorpal blades from a PC. :mad:

I drink a beer or two every now and again during a session. Although, there was that time we played until 5 in the morning where I had more than 2.

BTW, I liked what you had to say about Nut Brown Ale. I've considered buying it in the past while looking around for something and intend on getting it the next time I see it in the store. I didn't see it this evening so I decided to get some Hefe-Weizen.

Finally, is it still possible to get the LA Quickstart PDF off of www.legendary.com? I've looked around a little but haven't seen it.

*thanks,
Jamie*

I seldom have so much as a beer during a game session, but indeed Rob and I shared a good deal of Southern Comfort when Ernie and Mark Ratner had their unfortunate encounter with Fraz'urbu, and Erac lost his two Vorpal blades, aylarach the Paladan his two-handed Holy Sword... that sessin was a laugh riot for Rob and me, a sad day for the players :uhoh:

Anyway, red or brown ale, porter or stout, beats those pale beers hands down as far as my taste goes :cool: New Glarus does a number of good pale brews, though.

As for gettig the LA Quickstart pdf, just email me, and I'll send you, and anyone else who asks for it, a copy by return email:
ggygax@genevaonline.com

Cheers,
Gary

Col_Pladoh

Friday, 1st July, 2005, 05:01 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

And there it is again.

Keep it to yourself, GG.

Thank you for your unwanted opinion.

Take your own advice.

Gary

gideon_thorne

Friday, 1st July, 2005, 05:27 PM

chuckles touche'. :)

Quote:

Originally Posted by **Col_Pladoh**

Even more soul and spirit is found in the *Lejendary Adventure* game system!
*Completely shameless plug :p *

Cheerio,
Gary

Patryn of Elvenshae

Friday, 1st July, 2005, 05:28 PM

Quote:

Originally Posted by **Col_Pladoh**

Thank you for your unwanted opinion.

Take your own advice.

Gary

Good luck with your current work, Gary.

Col_Pladoh

Friday, 1st July, 2005, 05:37 PM

Quote:

Originally Posted by **Steverooo**

Ah, Pish-tush, Sirrah! Very few of ANY of those, on Oerth! :p

As if the iron ore found on Oerth is less than that found here....

:p
Gary

Col_Pladoh

Friday, 1st July, 2005, 05:39 PM

Quote:

Originally Posted by **Patryn of Elvenshae**

Good luck with your current work, Gary.

Well how kind.

With as many projects going as I have going, I can use all the good luck I can ger.

Cheers,
Gary

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Gary Gyax Q&A, Part IX

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Deogolf

Friday, 1st July, 2005, 06:15 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

And there it is again.

Keep it to yourself, GG.

I can see by this "playful" banter why there isn't the growth that could be attained. The more editions of D&D that are developed the more players are left behind and divided. And as me mum said, "I you can't say anything nice, don't say anything at all!"

ColonelHardisson

Saturday, 2nd July, 2005, 01:39 AM

Quote:

*Originally Posted by **Col_Pladoh***

You can't be serious...

Well, yeah, I can be. That's why I asked. Vertical intergration went the way of the dodo in the movie business, and it seemed to do so in the gaming business. It's a different era.

ColonelHardisson

Saturday, 2nd July, 2005, 01:43 AM

Quote:

*Originally Posted by **Llaurenela***

The fact that some of us may wonder how you can have fun doing it is not your problem

Well, I don't really wonder how someone can have fun doing something I don't enjoy; I just assume that human beings have different tastes. I mean, do chess players sit around denigrating checkers players, and wonder how said players could possibly be having fun? I doubt it.

ColonelHardisson

Saturday, 2nd July, 2005, 01:53 AM

Quote:

*Originally Posted by **Deogolf***

I can see by this "playful" banter why there isn't the growth that could be attained. The more editions of D&D that are developed the more players are left behind and divided. And as me mum said, "I you can't say anything nice, don't say anything at all!"

I don't think that many were left behind. I grew up with AD&D 1e. It was fairly complex for its era. It was designed by the Honorable EGG himself, so I assume it fit his vision of what the game should have been. I loved the game, but I recognized after years of playing that refinements were possible. If one likes the older versions of the game, that's fine. There are editions that cater to the needs of all manner of gamers, not just one particular group that feels that only its vision is the correct one. I think that's the strength of the game.

ColonelHardisson

Saturday, 2nd July, 2005, 02:06 AM

Quote:

*Originally Posted by **Llaurenela***

If you are not a munchkin, with all perfect numbers across the board and every possible feat etc added to your character and you don't whine when a character gets killed off, then I would not take anything you mentioned as being directed at you.

There is nothing wrong with the current edition, if you like a rules heavy game with everything defined and spelled out. On the other hand if you like to let you imagination roam free and you like being able to roll up a new character in under 5 minutes and be ready to play as soon as the ref (DM) can fit you back in the game then try Original Dungeons and Dragons the way it was played back in the mid 70's and the way thousands of people still play. To each his or her own. To my mind 3.0 and 3.5 take so much time and paperwork that there is too little time left to play. I like rules lite fly by the seat of your pants. I find it more fun. If you have fun playing the current edition, then continue to do so. The fact that some of us may wonder how you can have fun doing it is not your problem and we don't think about it except when someone brings it up anyway, we are too busy having more fun with the older version..p :) :cool:

Llaurenela

Y'know, think about this: if someone said: "There is nothing wrong with the older editions, if you like a rules bereft game barely a step above playing "Let's Pretend." On the other hand, if you like to let your imagination roam free with multiple options with actual game effects that are internally consistent and not subject to DM whim, and you like to have detailed characters that are more than a handful of dice rolls that define little beyond how hard a PC hits..." would it not come off as patronizing? Besides, there are plenty of gamers from that era who did, indeed, wish for more detail in their game. I ran across them all the time, bundles of house rules in tow, or their AD&D books in hand. Some people like rules-light, some like rules-heavy. One is not inherently superior to the other.

Besides, it's not like your old books were struck blank with the coming of new editions, so you can continue playing as you like. Some complain that their version has no current support, which I find paradoxical - how much more support does a rules-light game need? How much support makes it a rules-heavy game? I can't see why there would be any necessity of further support for a game that, by its very nature, *eschews* more support. So I'm not seeing why there is such ire or defensiveness about this subject.

ColonelHardisson

Saturday, 2nd July, 2005, 02:12 AM

Quote:

*Originally Posted by **Gentlegamer***

You're not playing the current edition of (A)D&D . . . you're playing d20 Fantasy, a wholly different game system.

Edition wars are no fun. It's a game. Don't take it so seriously. If anything divides gamers, it's that.

ColonelHardisson

Saturday, 2nd July, 2005, 02:18 AM

Quote:

*Originally Posted by **Col_Pladoh***

You mistake disgust for hate.

As the one who created GenCon, the game, DRAGON magazine, the World of Greyhawk, and the basis for the RPGA I am qualified to make comments, am I not?

Gary

Absolutely. You're in a unique position to so comment. You also are in a unique position in that you are so closely associated with the game, of whatever edition, that your word carries a lot of import. When they object to your dismissal of the game they like, it is a sign of their respect for you, if you see what I mean. They don't like thinking the patron saint of gaming dislikes their game, and, by extension, them. It's kind of an emotional reaction.

ColonelHardisson

Saturday, 2nd July, 2005, 02:19 AM

Quote:

*Originally Posted by **Col_Pladoh***

Thank you for your unwanted opinion.

Take your own advice.

Gary

I think he was replying to **Gentlegamer**, not you, GG ;)

gideon_thorne

Saturday, 2nd July, 2005, 02:22 AM

grin What do you think Gary? Should I repost my short essay on the lousy job security and short career's of saints?

Quote:

*Originally Posted by **ColonelHardisson***

They don't like thinking the patron saint of gaming dislikes their game, and, by extension, them. It's kind of an emotional reaction.

ColonelHardisson

Saturday, 2nd July, 2005, 02:23 AM

By the way, Gary, happy Independence Day, if I don't get chance to post again after that spate of postings I made above.

Quasqueton

Saturday, 2nd July, 2005, 03:55 AM

I agree with everything ColonelHardisson has said.

And relatedly, I used to have great respect for Gary Gygax. I defended his game from many detractors through the quarter century I've played it. I've explained who he was to many new gamers.

But today, reading the last couple days worth of his (and other's) posts, I've lost all respect for him. It's like a child hearing Santa say that he actually dislikes modern toys. I'm actually, truly saddened. Damn, but I shouldn't have read this thread. He's left a bitter taste in my mouth.

Quasqueton

Dannyalcatraz

Saturday, 2nd July, 2005, 04:09 AM

I gotta say in EGG's defense that NEW ≠ BETTER.

Was 1Ed AD&D perfect? No. Was 2Ed? Nope. 3/3.5? Not even close. My personal favorite system, HERO? Perfection isn't in its pages either. In fact, when HERO toyed with the Fuzion rules a while ago, I couldn't stand it. Does that make me less of a HERO gamer? Not in the least. Does my rekindled love with its 5thEd release make me a waffler? No.

So he doesn't like the new stuff. Big deal! If one system worked for everyone, we'd just have one system with thousands of campaign settings. Instead, every few years, someone re-invents the wheel (creates a new game system) or tweaks an old one.

Ragging on the OG (Original Gamer) for not liking D20 is like picking on someone based on their use of a Windows or Mac PC- idiotic.

BTW: My bet is that if you showed Santa a copy of Grand Theft Auto, or all those action figures lines that are derived from thinly veiled 30 minute commercials, he'd shed a tear like the Native American in those 1970's environmental awareness commercials.

gideon_thorne

Saturday, 2nd July, 2005, 04:10 AM

Whats sad is that people can't be entitled to their opinion, and others simply respecting such entitlement, anymore. ;)

Is no one allowed to state their preferences without others taking it personal?

Zudrak

Saturday, 2nd July, 2005, 06:30 AM

Whose Q&A is it anyway?

Quote:

*Originally Posted by **gideon_thorne***

Whats sad is that people can't be entitled to their opinion, and others simply respecting such entitlement, anymore. ;)

Is no one allowed to state their preferences without others taking it personal?

Amen. There's a lot of noses being bent out of joint by their very owners here. :confused:

JRRNeiklot

Saturday, 2nd July, 2005, 06:56 AM

Quote:

*Originally Posted by **Quasqueton***

I agree with everything ColonelHardisson has said.

And relatedly, I used to have great respect for Gary Gygax. I defended his game from many detractors through the quarter century I've played it. I've explained who he was to many new gamers.

But today, reading the last couple days worth of his (and other's) posts, I've lost all respect for him. It's like a child hearing Santa say that he actually dislikes modern toys. I'm actually, truly saddened. Damn, but I shouldn't have read this thread. He's left a bitter taste in my mouth.

Quasqueton

And I, on the other hand, applaude him for stating his opinion when asked, regardless of how many people he pisses off. People shouldn't ask questions they are not prepared to hear the answer to.

ColonelHardisson

Saturday, 2nd July, 2005, 11:18 AM

Quote:

*Originally Posted by **gideon_thorne***

Whats sad is that people can't be entitled to their opinion, and others simply respecting such entitlement, anymore. ;)

Is no one allowed to state their preferences without others taking it personal?

Sure they're allowed, but aren't people also allowed to respond if they disagree, *especially* if said opinion is posted in a public forum? I mean, that's the point of message boards, isn't it, to make statements or ask questions and get replies, no?

The thing is, it strikes me that there are people who somehow take it personally that 3e isn't their vision of what D&D is supposed to be. So what would they desire? That everyone stop playing 3e and play only what those who dislike 3e want them to play? How does it harm anyone if any given person likes this or that iteration of D&D? What possible impact could it have upon your life, or mine, or the next guy's, if I play, say, HackMaster (certainly an iteration of D&D), and you play OD&D, and someone else plays 3e?

This is my main bone of contention with those who lament that somehow the D&D fan base has been fragmented by later editions of the game. That is hardly the case. There are many, such as myself, who were brought back into gaming by 3e, after years, if not decades, of being away from the hobby. 3e's success points up the fact that there are quite a few people who were looking for something different in the game, and who wouldn't have been playing D&D at all if not for the newest edition.

Now, one could say "yes, but 3e fans bash older editions." Yes, some do, but that doesn't excuse bad behavior in return. One could suppose that fans of the older editions of D&D, at least most of them, are likely older and wiser than, if not the majority, at least a plurality of 3e players, and should know better than to get stiff-necked about a *game*. Live and let live, I say. The only difference in this thread is, as I said above, Gary's word carries an unusual amount of weight in this hobby. If he voices disgust with the new edition of the game, regardless of the reason - whether it be the game itself or the way the company making it handles the property - one could reasonably expect some fans to at least feel a bit like they've been scolded. I guess even I feel that way, a little, even though I'm familiar with Gary's opinion about the new edition of D&D. Conversely, don't fans of older editions essentially rally around EGG and use him as a source of inspiration? That's also taking it personally.

ColonelHardisson

Saturday, 2nd July, 2005, 11:23 AM

Quote:

*Originally Posted by **JRRNeiklot***

And I, on the other hand, applaude him for stating his opinion when asked, regardless of how many people he pisses off.

Well, I do too. That's the point of this thread, and the reason I participate in it. That said, I don't think Gary wants to simply preach to the choir. After all, he 9 posting here, the biggest 3e/d20 fansite on the web. He has to expect, if not welcome, dissenting opinions. How interesting would a thread posted to only by "yes men" (and no, I'm not talking about anyone here, so relax, I'm just making a point) be?

ColonelHardisson

Saturday, 2nd July, 2005, 11:27 AM

Quote:

*Originally Posted by **Dannyalcatraz***

I gotta say in EGG's defense that NEW ≠ BETTER.

Agreed, and the reverse is also true - old doesn't equal better either.

Quote:

*Originally Posted by **Dannyalcatraz***

Ragging on the OG (Original Gamer) for not liking D20 is like picking on someone based on their use of a Windows or Mac PC- idiotic.

Agreed also, but again, the reverse is also true - OG's slapping down 3e fans as supposedly not really playing D&D is also idiotic.

ColonelHardisson

Saturday, 2nd July, 2005, 11:30 AM

Quote:

*Originally Posted by **Quasqueton***

I agree with everything ColonelHardisson has said.

And relatedly, I used to have great respect for Gary Gygax. I defended his game from many detractors through the quarter century I've played it. I've explained who he was to many new gamers.

But today, reading the last couple days worth of his (and other's) posts, I've lost all respect for him. It's like a child hearing Santa say that he actually dislikes modern toys. I'm actually, truly saddened. Damn, but I shouldn't have read this thread. He's left a bitter taste in my mouth.

Quasqueton

In all fairness to EGG, he hasn't said anything here lately he hasn't said all along since 3e was released. Given his history with D&D, and having it basically taken away from him and taken in directions he disagrees with must be galling.

ColonelHardisson

Saturday, 2nd July, 2005, 12:00 PM

Ugh, y'know, it used to be a truism that one should never get into a land war in Asia, and this is also true of an Edition War involving D&D. I'm trying to be fair and reasonable about both sides of the argument, but maybe I'm doing more harm than good. I'll hop out of this thread except as a reader so as to avoid the possibility of anything I post further fanning the flames.

By the way, Gary - I just bought a very nicely preserved copy of the 1e AD&D DMG; my copy is stored away across the country, and falling apart, to boot. The new copy looks pretty close to brand new; the colors on the cover - the Sutherland picture of an efreet fighting a trio of adventureres - are still bright and vibrant. As I paged through it, I was again struck by just how useful a book it is, even today. One of the truly great books of the RPG hobby. Great work.

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Gary Gygax Q&A, Part IX

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Gray Mouser

Saturday, 2nd July, 2005, 01:22 PM

Give it a rest

Wow, talk about a thread high-jack. Correct me if I'm wrong, but this is the **Gary Gygax Q&A** thread, right? If people want to go an *extended* debate about different editions, people who defend/bash different editions and whether people have the right to express their opinions then perhaps someone should start a *new* thread. As it is I have very little interest in reading such debate in a thread that isn't devoted to it. So what do you say? Start your own thread and have a ball so people can get back to actually having a Q&A with EGG.

Gray Mouser

JohnRTroy

Saturday, 2nd July, 2005, 01:38 PM

Heh,

Be very thankful you guys don't frequent Gary's Political Talk lists. :) If you get miffed at what version of D&D Gary endorses, I'd hate to see some people's reactions to his political leanings. :uhoh:

Deogolf

Saturday, 2nd July, 2005, 01:43 PM

Quote:

*Originally Posted by **Quasqueton****I agree with everything ColonelHardisson has said.**And relatedly, I used to have great respect for Gary Gygax. I defended his game from many detractors through the quarter century I've played it. I've explained who he was to many new gamers.**But today, reading the last couple days worth of his (and other's) posts, I've lost all respect for him. It's like a child hearing Santa say that he actually dislikes modern toys. I'm actually, truly saddened. Damn, but I shouldn't have read this thread. He's left a bitter taste in my mouth.**Quasqueton*

That seems a little much. What would have Babe Ruth thought about how the game of baseball is played today (I'm a baseball nut :)). As much as the game has stayed the same, things have also changed quite abit. Most players today have better nutrition, work out facilities, catered "everything" - they don't want for much! They get paid alot more than players back in the day (inflation and cost of living included). The old players actually had second jobs to make ends meet. They had to take long train or bus rides to get to the next city. Blah, blah, blah. Anyway, I'm sure that the Babe would have some few choice words for the players that whine today about "this, that, and the other thing". "In our day, we had to..." I think you get the point.

Its hard to compare players from different eras. Whether its baseball, football, or D&D. Things change. Everyone has their own opinion about things, obviously. If I found out Gary didn't like some of my favorite music groups, I wouldn't stop listening to those groups. I've known Gary for over three years now and played both LA and D&D for the same amount of time. He's a great guy and alot of fun! Very inventive and has a very sharp mind! Do we agree on everything, I doubt it. But we do agree on one thing - Have fun and enjoy the game! That's what it is, a game. Nothing more, nothing less. But, it is a great game - no matter what version!

:D

dcas

Saturday, 2nd July, 2005, 03:15 PM

Quote:

*Originally Posted by **JohnRTroy****Heh,**Be very thankful you guys don't frequent Gary's Political Talk lists. :) If you get miffed at what version of D&D Gary endorses, I'd hate to see some people's reactions to his political leanings. :uhoh:*

I agree. Gary is much too left-leaning for my taste. :)

Jason Rulesreader

Saturday, 2nd July, 2005, 03:30 PM

Hello Gary!

Can you tell me any information about scrubby miniatures? I think thats what they are called.

Also, could you fill me in on what miniatures you guys used back say circa 71-74 for the fantastic supplement of Chainmail?

Ravlek

Saturday, 2nd July, 2005, 03:34 PM

Quote:

*Originally Posted by **dcas***

I agree. Gary is much too left-leaning for my taste. :)

You right leaning (insert cheesy barb here)!

Macaroni ducks at dawn? :]

Col_Pladoh

Saturday, 2nd July, 2005, 08:43 PM

Quote:

*Originally Posted by **ColonelHardisson***

Well, yeah, I can be. That's why I asked. Vertical intergration went the way of the dodo in the movie business, and it seemed to do so in the gaming business. It's a different era.

Right....

And that's why there are conglomerates such as hasboro, eh?

Get serious, amigo. Good business practices differ, and hobby games are a rather specialized field NOT being served by wither WotC or Hasbro,

Gary

Col_Pladoh

Saturday, 2nd July, 2005, 08:45 PM

Quote:

*Originally Posted by **ColonelHardisson***

Well, ...I mean, do chess players sit around denigrating checkers players, and wonder how said players could possibly be having fun? I doubt it.

If chess players deign to noyce them at all, you bet they disdain then :p

Gary

Col_Pladoh

Saturday, 2nd July, 2005, 08:47 PM

Quote:

*Originally Posted by **ColonelHardisson***

I don't think that many were left behind. ...

As a matter of fact approximately 50% of the AD&D audience left the game when 2E was released.

I'd say that qualifies as "many."

Gary

Col_Pladoh

Saturday, 2nd July, 2005, 08:50 PM

Quote:

*Originally Posted by **ColonelHardisson***

Absolutely. You're in a unique position to so comment. You also are in a unique position in that you are so closely associated with the game, of whatever edition, that your word carries a lot of import. When they object to your dismissal of the game they like, it is a sign of their respect for you, if you see what I mean. They don't like thinking the patron saint of gaming dislikes their game, and, by extension, them. It's kind of an emotional reaction.

Heh...

I don't judge anyone by the games they favor playing, other than to decide whether or not I'll join them at the particular one being played :eek:

I confess to getting grumpy about politics, as that's a serious matter fortunately not discussed on these boards :D

cheers,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 08:54 PM

Quote:

*Originally Posted by **ColonelHardisson***

*I think he was replying to **Gentlegamer**, not you, GG :)*

Gg, not GG, eh? Well, if so my apologies are in order, although I did enjoy making the ascerbic retort :mad:

Heh,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 08:55 PM

Quote:

*Originally Posted by **gideon_thorne***

**grin* What do you think Gary? Should I repost my short essay on the lousy job security and short career's of saints?*

to the contrary, sir!

As a "saint" I am a nonesuch, and the essay in question does not apply to me :p

Cheers Peter,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:01 PM

Quote:

*Originally Posted by **ColonelHardisson***

By the way, Gary, happy Independence Day, if I don't get chance to post again after that spate of postings I made above.

The blamed email alert didn't make it through, but I checked this thread suspecting there'd be a spate of postings here :\

Likely we won't be doing anything special on the 4th other than staying home and grilling some elk steaks I have just purchased, wash them down with some good New Glarus Fat Squirrel ale. In an hour or so we are heading to our friend Joe Martin's abode for some convivial company--he always invites a score of folk to his soires--so that'll be the "doings" for the holiday weekend.

So to the point: I am hurrying through these replies so as to get to the party, have a cocktail, socialize, and eat some of his grilled goodies!

Cheers,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:11 PM

Quote:

*Originally Posted by **Quasqueton***

I agree with everything ColonelHardisson has said.

And relatedly, I used to have great respect for Gary Gygax. I defended his game from many detractors through the quarter century I've played it. I've explained who he was to many new gamers.

But today, reading the last couple days worth of his (and other's) posts, I've lost all respect for him. It's like a child hearing Santa say that he actually dislikes modern toys. I'm actually, truly saddened. Damn, but I shouldn't have read this thread. He's left a bitter taste in my mouth.

Quasqueton

Oh say it isn't so!

Am I breaking your widdle heart because I am saying what I think rather than what YOU think i should say. Get a life.

It is my considered opinion that there is noting "modern" about new D&D, and its experience system is an antiquated clunker, so i see it all ias just a rehash of the old systems with more rules with a comic book superhero overlay, no longer based on archetypes.

There is no disputing personal taste in regards pastimes, games included. I do not belittle or denigrate anyone that enjoys playing new D&D, but because I do not that it doesn't mean must agree with their choice and not say why I do not like the system. If i am asked I tell the truth.

I am not a silly plaster saint, nor am I seeking to win a popularity contest. I tell it like i see it.

Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:13 PM

Quote:

Originally Posted by **Dannyalcatraz**

I gotta say in EGG's defense that NEW ≠ BETTER.

Was 1Ed AD&D perfect? No. Was 2Ed? Nope. 3/3.5? Not even close. My personal favorite system, HERO? Perfection isn't in its pages either. In fact, when HERO toyed with the Fuzion rules a while ago, I couldn't stand it. Does that make me less of a HERO gamer? Not in the least. Does my rekindled love with its 5thEd release make me a waffler? No.

So he doesn't like the new stuff. Big deal! If one system worked for everyone, we'd just have one system with thousands of campaign settings. Instead, every few years, someone re-invents the wheel (creates a new game system) or tweaks an old one.

Ragging on the OG (Original Gamer) for not liking D20 is like picking on someone based on their use of a Windows or Mac PC- idiotic.

BTW: My bet is that if you showed Santa a copy of Grand Theft Auto, or all those action figures lines that are derived from thinly veiled 30 minute commercials, he'd shed a tear like the Native American in those 1970's environmental awareness commercials.

not that i need a defender...

Nonetheless, I must say, well put.

Cheers,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:17 PM

Quote:

Originally Posted by **gideon_thorne**

Whats sad is that people can't be entitled to their opinion, and others simply respecting such entitlement, anymore. ;)

Is no one allowed to state their preferences without others taking it personal?

Unless there is a personal attack involved in stating the opinion, how right you are!

As a matter of fact I try to not state my opinions here because not a few of my fellow gamers equate any dislike of a game to an attack on them personally. however, i am not going to ignore direct questions or dissemble in regards what i truly think. That isn't me...

Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:18 PM

Quote:

Originally Posted by **Zudrak**

Amen. There's a lot of noses being bent out of joint by their very owners here. :confused:

To continue beating a dead horse...

A pity that :uhoh:

Cheers,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:19 PM

Quote:

Originally Posted by **JRRNeiklot**

And I, on the other hand, applaude him for stating his opinion when asked, regardless of how many people he pisses off. People shouldn't ask questions they are not prepared to hear the answer to.

Just so.

I am not going to ignore posts that are asking an honest question, nor will I not speak my mind.

cheers,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:23 PM

[QUOTE=ColonelHardisson]Sure they're allowed, but aren't people also allowed to respond if they disagree, *especially* if said opinion is posted

in a public forum? I mean, that's the point of message boards, isn't it, to make statements or ask questions and get replies, no? [/QUOTE]
Good sir, perhaps I am laboring under a misapprehension, but I thought this was a question and answer thread, not a place for quuibling--of which there is currently an inordinate amount in evidence. Thus I shall not respond further to the remainder of your comments.

Cheers,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:26 PM

Quote:

*Originally Posted by **ColonelHardisson***

*Well, I do too. That's the point of this thread, and the reason I participate in it. That said, I don't think Gary wants to simply preach to the choir. After all, he **is** posting here, the biggest 3e/d20 fansite on the web. He has to expect, if not welcome, dissenting opinions. How interesting would a thread posted to only by "yes men" (and no, I'm not talking about anyone here, so relax, I'm just making a point) be?*

As a matter of fact I was asked to post on this thread, and i do it as a favor as mucg as for personal enjoyment from fellowshipping with other game fans.

Of course I don't expect consensus with my personal opinions. Neither do i expect to be attacked for having and stating them here.

Gary

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Saturday, 2nd July, 2005, 09:31 PM

Quote:

Originally Posted by **ColonelHardisson**

...

Agreed also, but again, the reverse is also true - OG's slapping down 3e fans as supposedly not really playing D&D is also idiotic.

New D&D is a very different game from O/AD&D, and there's no possible debate regarding that.

As the original author of the two systems from which new D&D springs, I must concur. the new version is not in the spirit of those games. That new D&D is played and enjoyed by many gamers means it is unquestionably a good game in its own right, but it is "D&D" in name only when compared to its progenitors.

Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:32 PM

Quote:

Originally Posted by **ColonelHardisson**

In all fairness to EGG, he hasn't said anything here lately he hasn't said all along since 3e was released. Given his history with D&D, and having it basically taken away from him and taken in directions he disagrees with must be galling.

Thanks, but...

It isn't galling to me. it is disappointing in that the soul and spirit of the original creation is totally lost.

Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:37 PM

Quote:

Originally Posted by **ColonelHardisson**

Ugh, y'know, it used to be a truism that one should never get into a land war in Asia, and this is also true of an Edition War involving D&D. I'm trying to be fair and reasonable about both sides of the argument, but maybe I'm doing more harm than good. I'll hop out of this thread except as a reader so as to avoid the possibility of anything I post further fanning the flames.

By the way, Gary - I just bought a very nicely preserved copy of the 1e AD&D DMG; my copy is stored away across the country, and falling apart, to boot. The new copy looks pretty close to brand new; the colors on the cover - the Sutherland picture of an elf fighting a trio of adventurers - are still bright and vibrant. As I paged through it, I was again struck by just how useful a book it is, even today. One of the truly great books of the RPG hobby. Great work.

Falling apart!

Whoa, and you must have been really hard on the old DMG to have it do that. the school book binding, stitching, made the early printings nearly indestructible. I used to test new printings by throwing a book across the room, sit and stand on it, open it and toss it around, fold it back so the covers touched, etc.

Sadly, the expensive binding process was dropped so TSR could make a dime or two more profit from each copy sold :mad:

Cheers,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:39 PM

Quote:

Originally Posted by **Gray Mouser**

Wow, talk about a thread high-jack. Correct me if I'm wrong, but this is the **Gary Gygax Q&A** thread, right? If people want to go an extended debate about different editions, people who defend/bash different editions and whether people have the right to express their opinions then perhaps someone should start a new thread. As it is I have very little interest in reading such debate in a thread that isn't devoted to it. So what do you say? Start your own thread and have a ball so people can get back to actually having a Q&A with EGG.

Gray Mouser

Damn!

I wish I'd have read your post, Gray Mouser, before I responded to so many of those before it :uhoh:

So, RIGHT ON Brother!

Ciao,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:41 PM

Quote:

*Originally Posted by **JohnRTroy***

Heh,

Be very thankful you guys don't frequent Gary's Political Talk lists. ;) If you get miffed at what version of D&D Gary endorses, I'd hate to see some people's reactions to his political leanings. :uhoh:

It would bring out the Nancy boys in full fury....

...and I am an outspoken Christian too :D

Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:44 PM

Quote:

*Originally Posted by **Deogolf***

That seems a little much. What would have Babe Ruth thought about how the game of baseball is played today (I'm a baseball nut :)). As much as the game has stayed the same, things have also changed quite abit. Most players today have better nutrition, work out facilities, catered "everything" - they don't want for much! They get paid alot more than players back in the day (inflation and cost of living included). The old players actually had second jobs to make ends meet. They had to take long train or bus rides to get to the next city. Blah, blah, blah. Anyway, I'm sure that the Babe would have some few choice words for the players that whine today about "this, that, and the other thing". "In our day, we had to..." I think you get the point.

Its hard to compare players from different eras. Whether its baseball, football, or D&D. Things change. Everyone has their own opinion about things, obviously. If I found out Gary didn't like some of my favorite music groups, I wouldn't stop listening to those groups. I've known Gary for over three years now and played both LA and D&D for the same amount of time. He's a great guy and alot of fun! Very inventive and has a very sharp mind! Do we agree on everything, I doubt it. But we do agree on one thing - Have fun and enjoy the game! That's what it is, a game. Nothing more, nothing less. But, it is a great game - no matter what version!

:D

Heh,

Well, I know we areee on more than having fun gaming. You aren't a whiner and don't have your head where the sun doesn't shine :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:46 PM

Quote:

*Originally Posted by **dcas***

I agree. Gary is much too left-leaning for my taste. ;)

Now that is a low blow! :eek:

Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:47 PM

Quote:

*Originally Posted by **Jason Rulesreader***

Hello Gary!

Can you tell me any information about scrubby miniatures? I think thats what they are called.

Also, could you fill me in on what miniatures you guys used back say circa 71-74 for the fantastic supplement of Chainmail?

Answered on the Dragonsfot boards, right?

cheers,
Gary

Col_Pladoh

Saturday, 2nd July, 2005, 09:51 PM

To all:

If I missed responding to a post here, sorry. Holler at me, and I'll make amends. What a chore hurrying through all the lively comments and trying to do justice to each! Stimulating but demanding, and I *am* trying to finish and go off to have some party time :lol:

Cheerio,
Gary

ColonelHardisson

Sunday, 3rd July, 2005, 01:51 AM

Quote:

*Originally Posted by **Col_Pladoh***

As a matter of fact I was asked to post on this thread, and i do it as a favor as mucg as for personal enjoyment from fellowshipping with other game fans.

Of course I don't expect concensus with my personal opinions. Neither do i expect to be attacked for having and stating them here.

Gary

Well, I said I was gonna sit back and read, but since you replied to me directly in a number of posts...

Yes, I know you were asked to post on this thread. Matter of fact, I was around when these threads started a few years back. It struck me that you were always up for vigorous debate. I, personally, have endeavored to remain civil and to address topics that directly relate to you. I don't think I've strayed from that intent, but apparently others, including you, think differently. I'm sorry if I misunderstood the intent of these threads as they are now, what they have evolved into since they first started. If you wish them to remain simply threads in which fans can ask questions related to relatively non-inflammatory subjects - opinions on campaign elements, the history of the game - I can understand that - and I don't mean that in some snide, backhanded, internet passive/aggressive way.

I don't feel I've attacked you; hell, I'm a fan, as I've said countless times, so why would I? I did feel like replying to some things you wrote above which I felt needed replyin' to. If you would rather just post your opinion and not have a discussion about it, I can respect that, given the venue - after all, it is a Q&A thread, not a debate thread. I'm sorry you felt attacked. That wasn't my intent in the slightest. It's just that when someone says saying with which I disagree, I feel the urge to say something, regardless of the setting or the person who said the thing I object to; I don't like to be seen as "quibbling," but rather addressing points as i see them. Regardless, apologies to you and others for my misconduct if I have offended. I only ask honest questions.

Anyway, one last thing - that DMG. It did, indeed, get a *lot* of hard use over the course of 25 years. That should be indicative of how much I enjoyed the game.

Quasqueton

Sunday, 3rd July, 2005, 02:03 AM

Quote:

Oh say it isn't so!

Am I breaking your widdle heart because I am saying what I think rather than what YOU think i should say. Get a life.

wow. I wouldn't have expected such a juvenile response from the esteemed Gary Gygax. Reinforces my feelings.

Quasqueton

Zudrak

Sunday, 3rd July, 2005, 03:33 AM

Quote:

*Originally Posted by **Quasqueton***

wow. I wouldn't have expected such a juvenile response from the esteemed Gary Gygax. Reinforces my feelings.

Quasqueton

:D Your potshots continue -- and reinforce your disrespect for someone that doesn't like your game. That sounds juvenile to me. Remove the plank from your own eye...

Gary defends his position on the game, his views, and his opinions and you have a problem with that. It sounds like this is not the thread for you -- unless you like stirring pots, trolling, and being a nuisance.

Do you have something constructive to add to the group or should we ignore you from here on out?

Patryn feels slighted because of his inference that EGG views 3e fans as untrue D&D fans. Why should he care what EGG thinks? Just play the freaking game! If it is so important that Gary needs to approve your game, then write out a letter explaining your position with a dotted line that reads "I approve this gamer and his game, E. Gary Gyax". If he signs it, that should sort it out. If he doesn't sign it, go play GURPS.

Dannyalcatraz

Sunday, 3rd July, 2005, 03:39 AM

Quote:

If he doesn't sign it, go play GURPS.

Or Dangerous Journeys!

Quote:

Originally Posted by 2 other people...they know who they are...

Well, ...I mean, do chess players sit around denigrating checkers players, and wonder how said players could possibly be having fun? I doubt it.

If chess players deign to noyice them at all, you bet they disdain then

Side notes about chess & checkers:

1) The queen's full-board range of motion is a relatively new addition to the game. Originally, she could only move 1 space at a time. The chess we're used to is like...14thEd Chess. I wonder if the original players ever got pissy about the changes?

2) While there are computers capable of playing Grandmaster Level Chess, to date, no computer has beaten a Checkers Grand-Champion...and yes, there are such things. (Of course, I don't know that there are any programmers TRYING to program computers to play checkers at a Grand-Champion level.)

And now...back to your regularly scheduled Gary!

mhacdebhandia

Sunday, 3rd July, 2005, 05:18 AM

Quote:

*Originally Posted by **Zudrak***

Patryn feels slighted because of his inference that EGG views 3e fans as untrue D&D fans. Why should he care what EGG thinks?

Exactly. I admire Gary Gyax for creating fantasy roleplaying, and I read these threads because I'm interested in his reminiscences about the early days of the game, but I could not care less whether or not he'd like the games I play.

Far as I'm concerned the only opinions that matter are those of the people who play with me.

Devall2000

Sunday, 3rd July, 2005, 05:21 AM

Gary,

I've been curious about how often you restocked your dungeon levels. If a party cleared out a couple of levels and went back to town to heal up and re-equip, could they count on having to clear out the levels again or was it just an issue of random encounters in the areas that had been cleared?

As far as Castle Greyhawk went, did the kobolds go about the business of retaking dungeon levels as soon as the PC's left?

Incidentally, I remember reading somewhere that the lone surviving PC from a party was captured by the kobolds(I think) and asked to be taken to the leader. The PC was a mage and had one spell left which happened to be charm person. Upon meeting the leader, he cast the spell, and the kobold leader failed his save miserably. It sounded like the PC befriended the head kobold and started calling the shots after that. What's the current status of that situation?

-Jamie

Zudrak

Sunday, 3rd July, 2005, 05:27 AM

Quote:

*Originally Posted by **mhacdebhandia***

Exactly. I admire Gary Gyax for creating fantasy roleplaying, and I read these threads because I'm interested in his reminiscences about the early days of the game, but I could not care less whether or not he'd like the games I play.

Far as I'm concerned the only opinions that matter are those of the people who play with me.

Were I to ask Gary if he likes Parcheesi, Mouse Trap, Chutes & Ladders, Jenga, Dark Tower (oops!), Dungeon!, Life, Backgammon, or Trivial Pursuit, chances are there's going to be a game he doesn't like.

[sarcasm] If it's Parcheesi, I'm out of here. [/sarcasm]

BOZ

Sunday, 3rd July, 2005, 05:40 AM

Quote:

*Originally Posted by **mhacdebhandia***

I could not care less whether or not he'd like the games I play.

Far as I'm concerned the only opinions that matter are those of the people who play with me.

that really ought to be everyone's shared opinion... ;)

i mean, i might feel a little better if gary didn't dislike the changes in D&D so much after his departure from the company, but he (more than anyone) has a right to his feelings, and his feelings don't change the way the game is handled by the company that owns it nor do they change the way anyone but he and those he games and associates with (and those who live by his opinions) will game. i will never be unthankful to the man for coming up with the game and the sheer amount of work he put into afterwords. it would not have been the same then or now if not for his love for his creation.

Mighty Veil

Sunday, 3rd July, 2005, 05:42 AM

"Be very thankful you guys don't frequent Gary's Political Talk lists. I'd hate to see some people's reactions to his political leanings. "

I'm actually curious to this list

BOZ

Sunday, 3rd July, 2005, 05:46 AM

there are undoubtedly better places to discuss that. perhaps, if you are fortunate, someone will send you a link in a Private Message.

Mighty Veil

Sunday, 3rd July, 2005, 05:50 AM

Quote:

*Originally Posted by **Col_Pladoh***

Oh say it isn't so!

It is my considered opinion that there is noting "modern" about new D&D, and its experience system is an antiquated clunker, so i see it all ias just a rehash of the old systems with more rules with a comic book superhero overlay, no longer based on archetypes.

Gary

Personally that's what I like most about the D&D/D20 system -- the XP! I always felt Star Frontiers and Marvel should of had an XP system similar to 1E. I don't remember Top Secret anymore. Those being the TSR games I had tried.

What do you mean by super-hero vs. archtypes? I read something on this somewhere by someone. I forget who and the essay.

All times are GMT +1. The time now is 04:12 PM.

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Gary Gyga Q&A, Part IX

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Col_Pladoh

Sunday, 3rd July, 2005, 04:06 PM

Quote:

Originally Posted by **ColonelHardisson**

Well, I said I was gonna sit back and read, but since you replied to me directly in a number of posts...

Yes, I know you were asked to post on this thread. Matter of fact, I was around when these threads started a few years back. It struck me that you were always up for vigorous debate. I, personally, have endeavored to remain civil and to address topics that directly relate to you. I don't think I've strayed from that intent, but apparently others, including you, think differently. I'm sorry if I misunderstood the intent of these threads as they are now, what they have evolved into since they first started. If you wish them to remain simply threads in which fans can ask questions related to relatively non-inflammatory subjects - opinions on campaign elements, the history of the game - I can understand that - and I don't mean that in some snide, backhanded, internet passive/aggressive way.

Not at all my good Colonel!

I took no umbrage at your messages, and please do not mistake my responses for anything other than responses of courteous form to your many posts.

Quote:

I don't feel I've attacked you; hell, I'm a fan, as I've said countless times, so why would I? I did feel like replying to some things you wrote above which I felt needed replyin' to. If you would rather just post your opinion and not have a discussion about it, I can respect that, given the venue - after all, it is a Q&A thread, not a debate thread. I'm sorry you felt attacked. That wasn't my intent in the slightest. It's just that when someone says saying with which I disagree, I feel the urge to say something, regardless of the setting or the person who said the thing I object to; I don't like to be seen as "quibbling," but rather addressing points as I see them. Regardless, apologies to you and others for my misconduct if I have offended. I only ask honest questions.

Nor did I say you had. I merely mentioned the matter because there was a rather hostile post or two, and in responding to you I mentioned the matter as a general comment.

In all events I do not believe you own me an apology, and I offer mine to you for possibly making it seem as if you were somehow out of line.

Quote:

Anyway, one last thing - that DMG. It did, indeed, get a lot of hard use over the course of 25 years. That should be indicative of how much I enjoyed the game.

Absolutely! I mentioned the sturdy binding of the book as a measuring rod for readers to use in assessing your employment of the old DMG :eek:

Regards,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:11 PM

Quote:

Originally Posted by **Quasqueton**

wow. I wouldn't have expected such a juvenile response from the esteemed Gary Gyga. Reinforces my feelings.

Quasqueton

Post a purile message, expect a response in kind :lol:

Cheerio,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:16 PM

Quote:

Originally Posted by **Zudrak**

:D Your potshots continue -- and reinforce your disrespect for someone that doesn't like your game. That sounds juvenile to me. Remove the plank from your own eye...

Gary defends his position on the game, his views, and his opinions and you have a problem with that. It sounds like this is not the thread for you - unless you like stirring pots, trolling, and being a nuisance.

Do you have something constructive to add to the group or should we ignore you from here on out?

Patryn feels slighted because of his inference that EGG views 3e fans as untrue D&D fans. Why should he care what EGG thinks? Just play the freaking game! If it is so important that Gary needs to approve your game, then write out a letter explaining your position with a dotted line that reads "I approve this gamer and his game, E. Gary Gygax". If he signs it, that should sort it out. If he doesn't sign it, go play GURPS.

How true!

No gamer needs me to validate his or her choice of a system that brings them enjoyment. As a matter of fact I do not believe the choice of an RPG is a meaningful measure of a person's worth...

As for stirring the pot, sometimes that is good ;) Observe the sudden influx of posts here :eek:

Ciao,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:23 PM

Quote:

Originally Posted by **Dannyalcatraz**

Or Dangerous Journeys!

Side notes about chess & checkers:

1) The queen's full-board range of motion is a relatively new addition to the game. Originally, she could only move 1 space at a time. The chess we're used to is like...14thEd Chess. I wonder if the original players ever got pissy about the changes?

One space on the diagonals, properly ;)

The last change in the game of chess was castling added around the time of Ruy Lopez, possibly by that very person, but I can't properly remember. It was in the 15th century IIRC.

Taking en passant came before castling.

Likely there were some who preferred the game without the new rules, but there is no real analogy between chess and the D&D game changes, unless one compares D&D to chess and the other games, AD&D and new D&D to chess variants.

Quote:

2) While there are computers capable of playing Grandmaster Level Chess, to date, no computer has beaten a Checkers Grand-Champion...and yes, there are such things. (Of course, I don't know that there are any programmers TRYING to program computers to play checkers at a Grand-Champion level.)

And now...back to your regularly scheduled Gary!

I believe the assumption that computers are not being programmed to play grand master level checkers is likely the case...

U must wonder about programming to play GO :eek:

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:24 PM

Quote:

Originally Posted by **mhacdebhandia**

Exactly. I admire Gary Gygax for creating fantasy roleplaying, and I read these threads because I'm interested in his reminiscences about the early days of the game, but I could not care less whether or not he'd like the games I play.

Far as I'm concerned the only opinions that matter are those of the people who play with me.

Most pragmatic and unarguable!

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:33 PM

Quote:

Originally Posted by **Devall2000**

Gary,

I've been curious about how often you restocked your dungeon levels. If a party cleared out a couple of levels and went back to town to heal up and re-equip, could they count on having to clear out the levels again or was it just an issue of random encounters in the areas that had been cleared?

When the setting was in constant use, we never restocked, just drafted new side and deeper levels, as it was assumed that the depredations of the cruel PC parties kept the monsters away in fear and loathing :uhoh:

Quote:

As far as Castle Greyhawk went, did the kobolds go about the business of retaking dungeon levels as soon as the PC's left?

The kobolds and others came into the place when expeditions of PCs were few and far between. The kobolds and the goblins made a pact to pretty much divide up the upper works and the first level of the dungeon between them, cooperating to fight back the other denizens.

Quote:

Incidentally, I remember reading somewhere that the lone surviving PC from a party was captured by the kobolds(I think) and asked to be taken to the leader. The PC was a mage and had one spell left which happened to be charm person. Upon meeting the leader, he cast the spell, and the kobold leader failed his save miserably. It sounded like the PC befriended the head kobold and started calling the shots after that. What's the current status of that situation?

-Jamie

That is essentially correct. A female magic-user made common cause with the goblin chief after successfully charming him, assisted in arming and equipping the goblin forces, but when more PC parties began to raid the place I determined that she took what was available and beat it. No sense in risking one's life on behalf of goblins for no more than a heap of silver.

The goblins were pretty well wiped out from their upper ruins holdings, and seeing the force of the PC parties assailing the place, she slipped away.

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:43 PM

Quote:

Originally Posted by **Zudrak**

Were I to ask Gary if he likes Parcheesi, Mouse Trap, Chutes & Ladders, Jenga, Dark Tower (oops!), Dungeon!, Life, Backgammon, or Trivial Pursuit, chances are there's going to be a game he doesn't like.

[sarcasm] If it's Parcheesi, I'm out of here. [/sarcasm]

Hey!

I have a lot of fun playing DUNGEON! now and again, trying to make a tour of all levels without getting eliminated.

As for backgammon, I've had my clock cleaned by expert players, and realize there is a lot more to that game than rolling dice and getting lucky results.

I am not bad at Trivial Pursuit--I get chosen first for a team most of the time--but my amigo Chris Fisher makes my knowledge seem that of a piker. He plays with a team in the annual national contest. :heh:

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:46 PM

Quote:

Originally Posted by **BOZ**

that really ought to be everyone's shared opinion... :)

i mean, i might feel a little better if gary didn't dislike the changes in D&D so much after his departure from the company, but he (more than anyone) has a right to his feelings, and his feelings don't change the way the game is handled by the company that owns it nor do they change the way anyone but he and those he games and associates with (and those who live by his opinions) will game. i will never be unthankful to the man for coming up with the game and the sheer amount of work he put into afterwards. it would not have been the same then or now if not for his love for his creation.

Thanks, Boz!

The lengthy and hard "work" was that, but I confess to loving it. after all, I am THE game nerd :lol:

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:50 PM

Quote:

*Originally Posted by **Mighty Veil***

"Be very thankful you guys don't frequent Gary's Political Talk lists. I'd hate to see some people's reactions to his political leanings. "

I'm actually curious to this list

There are now two talk lists because of some internal squabbings;)

GGCoolPeopleTalk@yahoogroups.com
gygaxtalk@comradeburnout.com

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:51 PM

Quote:

*Originally Posted by **BOZ***

there are undoubtedly better places to discuss that. perhaps, if you are fortunate, someone will send you a link in a Private Message.

Or even post them here :uhoh:

Heh,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 04:56 PM

Quote:

*Originally Posted by **Mighty Veil***

Personally that's what I like most about the D&D/D20 system -- the XP! I always felt Star Frontiers and Marvel should of had an XP system similar to 1E. I don't remember Top Secret anymore. Those being the TSR games I had tried.

What do you mean by super-hero vs. archetypes? I read something on this somewhere by someone. I forget who and the essay.

This isn't the place for my critique regarding how I believe experience should be given out.

If you really wish to have the benefit of my current thinking on the matter check the system set forth in the *Legendary Adventure* game.

The same applies basically to commentary on 3E. however, I will say that the original character classes were established on archetypes, and the new system has done away with that basis, mainly by the feats and prestige classes, the result making PCs more akin to comic book superheroes rather than historical human archetypes.

Cheers,
Gary

jokamachi

Sunday, 3rd July, 2005, 08:04 PM

Hello, Gary,

I hope all is well with you. I have a few Arneson related questions if you don't mind. I'm curious if you've had a chance to check out Dave Arneson's recent rerelease of the Blackmoor campaign and, if so, what you think of it.

There is also a release of Castle Blackmoor scheduled for September that touts itself as the first dungeon crawl ever created for D&D. I'm curious, were you a participant in that first dungeon crawl? If so, what do you recall about it? Do you think it will draw the faithful to see what got it all started back then?

It would seem that with Castle Blackmoor and Castle Zagyg on their way, the nostalgia for 'the good ol' days' seems to be stronger than ever. It must be nice to know that people are still interested in your creations after such a long time has passed.

Anyway, I'm looking forward to Hall of Many Panes and Zagyg with much interest. Hope they come off the press as smoothly and as timely as possible.

All the best,

Jokamachi

Ranes

Sunday, 3rd July, 2005, 08:06 PM

Quote:

Originally Posted by **Col_Pladoh**

...the new system has done away with that basis, mainly by the feats and prestige classes, the result making PCs more akin to comic book superheroes rather than historical human archetypes.

Hello Gary,

That remark tickled me, because it reminded me of a conversation I had with a gaming buddy over twenty years ago. He was a big comic book fan, as well as being a great gamer. One day, he prevailed upon me to play a superhero game (I can't remember which) but I was having none of it. I had fond memories of reading Spider-Man when my years were still in single digits and that's where I wanted to leave it.

"But in a game of D&D you're basically playing a superhero!" He argued. I thought he had a good point, too. Still never got me to play a comic-based RPG though.

Sorry to get all anecdotal. Can I make amends by returning to the point of the thread and asking you a question? Please forgive me if you've answered it already and I missed it.

If you were to run a game (of anything you like, of course) for a hypothetical group of players uncontaminated by previous exposure to any published modules, which one would you most consider refereeing again?

Thanks

A'koss

Sunday, 3rd July, 2005, 08:18 PM

Quote:

Originally Posted by **Col_Pladoh**

I will say that the original character classes were established on archetypes, and the new system has done away with that basis, mainly by the feats and prestige classes, the result making PCs more akin to comic book superheroes rather than historical human archetypes.

Hmmm, I'm not sure I buy that (and I apologize in advance if this is getting OT). BD&D characters and AD&D characters are very much like superheroes as well. High level character could destroy entire towns of LL foes, fall from orbit, possess superhuman attributes, etc. You certainly have more options and "powers" in 3e to be sure, but I certainly wouldn't call the early edition characters "historical human archetypes" by comparison. They're all geared towards representing *mythological and fantasy* archetypes anyway.

Just my 2 bits.

A'koss.

gideon_thorne

Sunday, 3rd July, 2005, 08:37 PM

I think the main difference here lay in a matter of focus.

Yes, the adventuring character in AD&D is well above the average and in some cases exceptional in competency. But he is also focused around a single profession, and thus tends to require other 'specialists' around him for efficient group cooperation.

Whereas in other games, characters who don't follow a strict archetype tend to be able to assume a generalists above average skill in broad areas, and do not then require as much cohesive party cooperation. An 'army of one' is the appropriate term. This, with the more rapid experience advancement can give a tendency to develop characters who gain loads of broad powers rather quickly.

There is nothing inherently wrong with this. And it's entirely fine for those who enjoy such things. But early gaming was made for character development over the course of years.

The current game simply allows for more power (via numbers and points) than was the norm in prior editions. The focus is then taken off story and instead placed on who's got the better ability build.

Not that anyone can't ignore the tendency in a book, but as can be demonstrated at any gathering of gamers, people can get preoccupied with 'by the book.' ;)

Quote:

Originally Posted by **A'koss**

Hmmm, I'm not sure I buy that (and I apologize in advance if this is getting OT). BD&D characters and AD&D characters are very much like superheroes as well. High level character could destroy entire towns of LL foes, fall from orbit, possess superhuman attributes, etc. You certainly have more options and "powers" in 3e to be sure, but I certainly wouldn't call the early edition characters "historical human archetypes" by comparison. They're all geared towards representing mythological and fantasy archetypes anyway.

Just my 2 bits.

A'koss.

Col_Pladoh

Sunday, 3rd July, 2005, 08:39 PM

Quote:

Originally Posted by **jokamachi**

Hello, Gary,

I hope all is well with you. I have a few Arneson related questions if you don't mind. I'm curious if you've had a chance to check out Dave Arneson's recent rerelease of the Blackmoor campaign and, if so, what you think of it.

Things here are going reasonably well, thanks:)

And as I am stretched trying to keep up with the work I should be doing, I have not had an opportunity to so much as glance at Dave's new material.

Quote:

There is also a release of Castle Blackmoor scheduled for September that touts itself as the first dungeon crawl ever created for D&D. I'm curious, were you a participant in that first dungeon crawl? If so, what do you recall about it? Do you think it will draw the faithful to see what got it all started back then?

without seeing the material I can't say. Of course whatever it is, it wasn't created for D&D as the game wasn't written until I did that late in 1972 ;)

Quote:

It would seem that with Castle Blackmoor and Castle Zagyg on their way, the nostalgia for 'the good ol' days' seems to be stronger than ever. It must be nice to know that people are still interested in your creations after such a long time has passed.

Dave has a leg up on me, as I haven't been able to make much progress with the castle and dungeon levels :]

Quote:

Anyway, I'm looking forward to Hall of Many Panes and Zagyg with much interest. Hope they come off the press as smoothly and as timely as possible.

All the best,

Jokamachi

The HoMP is all finished and on the shop shelves I do believe. I have two of the boxed sets here.

Darlene is putting the finishing touches on the maps for Castle Zagyg, Yggsburgh. Menatime the Trolls are editing and laying out the text, putting in the illustrations. they hope to have it ready for GenCon, but my map corrections might have bollocked that up :uhoh:

Cheers,
Gary

gideon_thorne

Sunday, 3rd July, 2005, 08:41 PM

Quote:

Originally Posted by **Col_Pladoh**

Darlene is putting the finishing touches on the maps for Castle Zagyg, Yggsburgh. Menatime the Trolls are editing and laying out the text, putting in the illustrations. they hope to have it ready for GenCon, but my map corrections might have bollocked that up :uhoh:

*Cheers,
Gary*

Gen Con still looks easily doable. The Lake Geneva event may be a bit sticky though. :)

Col_Pladoh

Sunday, 3rd July, 2005, 08:51 PM

Quote:

Originally Posted by **Ranes**

Hello Gary,

That remark tickled me, because it reminded me of a conversation I had with a gaming buddy over twenty years ago. He was a big comic book fan, as well as being a great gamer. One day, he prevailed upon me to play a superhero game (I can't remember which) but I was having none of it. I had fond memories of reading Spider-Man when my years were still in single digits and that's where I wanted to leave it.

"But in a game of D&D you're basically playing a superhero!" He argued. I thought he had a good point, too. Still never got me to play a comic-based RPG though.

Howdy!

The comparison is inaccurate, I think. The same could be said of virtually any RPG where the character is assumed to be well above the average person. There is a much different temper behind the two genres, of course, as there is between each different RPG genre.

Quote:

Sorry to get all anecdotal. Can I make amends by returning to the point of the thread and asking you a question? Please forgive me if you've answered it already and I missed it.

If you were to run a game (of anything you like, of course) for a hypothetical group of players uncontaminated by previous exposure to any published modules, which one would you most consider refereeing again?

Thanks

Happy to answer.

For a quick one-shot adventure I love the Abduction of Good King Despot

If I have a group that is able in AD&D, I'd take them through the G and D series with great relish.

A newbie group of gamers used to classed-based systems would be met for the Yggsburgh setting.

A group wanting to try their hand at skill-based gaming would find me LMing the *Legendary Road* module by Jon Creffield.

If I had such a group that was experienced, needed to be amused for many sessions I'd plunge them into the Hall of many Panes.

The choices are made based heavily on my familiarity with the material to be presented to the player group :cool:

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 09:01 PM

Quote:

*Originally Posted by **A'koss***

Hmmm, I'm not sure I buy that (and I apologize in advance if this is getting OT). BD&D characters and AD&D characters are very much like superheroes as well. High level character could destroy entire towns of LL foes, fall from orbit, possess superhuman attributes, etc. You certainly have more options and "powers" in 3e to be sure, but I certainly wouldn't call the early edition characters "historical human archetypes" by comparison. They're all geared towards representing mythological and fantasy archetypes anyway.

Just my 2 bits.

A'koss.

Pardon,

That is parsing words. The mythological and fantasy archetypes are very human, quite mortal save for some of their magical attributes, mostly gained through brave deeds. Robin Hood, Lancelot, Sir Roland, and the host of examples in fairy tales told by Andrew Lang, even Fafhed and the Gray Mouser and Harold Shea are very much human, within normal human mental and physical bounds. Conan has marvelous strength, but is at best preternatural.

Superheroes are generally superior species or mutants, or else rely on fantastic science to be vastly superior to all but others of their ilk. Their purpose is different from the fantasy RPG norm as well, although in fantasy one can move to any extreme and remain within the bounds of the genre. The main difference is the mindset of the game and those that play.

Gary

Col_Pladoh

Sunday, 3rd July, 2005, 09:04 PM

Quote:

*Originally Posted by **gideon_thorne***

I think the main difference here lay in a matter of focus.

Temper of the game design, mindset of the players, focus of play. that is an excellent addition, thank you very much!

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 09:06 PM

Quote:

*Originally Posted by gideon_thorne**Gen Con still look's easily doable. The Lake Geneva event may be a bit sticky though. :)*

Excellent news indeed. I am delighted, for I feared my mucking about with map corrections and additions would make the Gencon release problematical.

Thanks,
Gary

A'koss

Sunday, 3rd July, 2005, 09:16 PM

Quote:

*Originally Posted by gideon_thorne**I think the main difference here lay in a matter of focus.**Yes, the adventuring character in AD&D is well above the average and in some cases exceptional in compitency. But he is also focused around a single profession, and thus tends to require other 'specialists' around him for efficient group cooperation.*

I don't see how that's changed significantly in the later editions. You still need the core quartet in 3e adventures (fighter/wizard/cleric/rogue), do you not?

Quote:

This, with the more rapid experience advancement can give a tendency to develop characters who gain loads of broad powers rather quickly.

The change towards more rapid advancement was due to the market research they had done prior to 3e. It found that most people really don't play that often, hence the faster accumulation of XP. See some advance when you do play... However, that is a small issue IMO, experienced DMs can reduce the amount of XP given to their parties without making the party power curve wonky.

Quote:

The current game simply allows for more power (via numbers and points) than was the norm in prior editions. The focus is then taken off story and instead placed on who's got the better ability build.

I absolutely agree that the current editions are a bit too rule heavy, but at the same token, the early editions are a bit too rules-lite. I think feats and skills have, overall, been a good addition to the game. It gives players ways to better mirror the archetype they're looking to model, especially the fighting classes. In the early editions, all fighting types looked the same. All fighters had platemail, shield, bow, longsword (or T-H sword) and made their standard attacks. Only magic items gave them any real distinction. 3e is certainly not perfect in it's implementation, but I think it's something that is worth refining in later editions.

Cheers!

A'koss.

bolen

Sunday, 3rd July, 2005, 09:19 PM

Hey Gary

Got a couple of questions for you

1) are you going to gen con next month (hope so)

2) I have been curious about this for a long time. (correct anything I get wrong please) D&D started out as a miniatures game which evolved from controlling a group of soldiers on the battlefield to one person going into a dungeon (right?). At what point did it stop being a game of one player against another and evolve into Roleplaying where a DM controls the environment and creates a story. That would seem to be a huge leap and it could not have happened over night.

I personally would buy a book where you (and maybe some of the other originators of the RPG field) discussed how this evolution took place. (and even what you think of it today and where it should go tomorrow)

3) I heard that you were going to revise the canting crew by Troll Lord games. Is that true and if so can you give details?

We must have been playing different games then. I certainly never had this problem. Every character I have ever encountered in the groups I played with was unique. Abilities and magical items were not relevant to this. The fact that people want to write up all their equipment lists identical is not a fault of the system. :)

Quote:

Originally Posted by **A'koss**

In the early editions, all fighting types looked the same. All fighters had platemail, shield, bow, longsword (or T-H sword) and made their standard attacks. Only magic items gave them any real distinction. 3e is certainly not perfect in its implementation, but I think it's something that is worth refining in later editions.

Cheers!

A'koss.

Quote:

Originally Posted by **Col_Pladoh**

Pardon,

That is parsing words. The mythological and fantasy archetypes are very human, quite mortal save for some of their magical attributes, mostly gained through brave deeds. Robin Hood, Lancelot, Sir Roland, and the host of examples in fairy tales told by Andrew Lang, even Fa'f'ed and the Gray Mouser and Harold Shea are very much human, within normal human mental and physical bounds. Conan has marvelous strength, but is at best preternatural.

Indeed. However, that's neither here nor there as D&D has never, ever, been geared to model these archetypes in the way you're suggesting. D&D characters have always been able to vastly exceed the capabilities of the figures you mention. Could any of them fall from orbit, get up, dust themselves off and continue soldiering on? You could never model the armorless characters in D&D without either being a monk or with the aid of magic. And speaking of armor, in the early editions, you could quite literally have an AC so low that you were completely invulnerable to the attacks of LL beings. A high level AD&D fighter with a -8 AC could waltz all over a LL army with complete impunity. It wouldn't matter if they could fire 200,000 arrows/rd on his location. D&D characters do not tire, nor do they suffer any detrimental effects of injury until they are KO'd or dead.

Again, 3e does give you a lot more powers/options, no question, but I don't see that earlier edition characters were any more "human". Not in any way that really mattered.

Cheers!

A'koss.

Clearly playing two different games here. :p

Quote:

Originally Posted by **A'koss**

Indeed. However, that's neither here nor there as D&D has never, ever, been geared to model these archetypes in the way you're suggesting. D&D characters have always been able to vastly exceed the capabilities of the figures you mention. Could any of them fall from orbit, get up, dust themselves off and continue soldiering on? You could never model the armorless characters in D&D without either being a monk or with the aid of magic. And speaking of armor, in the early editions, you could quite literally have an AC so low that you were completely invulnerable to the attacks of LL beings. A high level AD&D fighter with a -8 AC could waltz all over a LL army with complete impunity. It wouldn't matter if they could fire 200,000 arrows/rd on his location. D&D characters do not tire, nor do they suffer any detrimental effects of injury until they are KO'd or dead.

Again, 3e does give you a lot more powers/options, no question, but I don't see that earlier edition characters were any more "human". Not in any way that really mattered.

Cheers!

A'koss.

Quote:

Originally Posted by **gideon_thorne**

Clearly playing two different games here. :p

Eh? Nothing I've pointed out here contradicts the RAW... All I'm really saying here is, from the average man's/soldier's perspective, what's the difference between a 15th level AD&D character and a 3e one? They're both effectively demigods/superheroes to his eyes.

Cheers!

A'koss.

Col_Pladoh

Sunday, 3rd July, 2005, 09:56 PM

Quote:

*Originally Posted by **bolan***

Hey Gary

Got a couple of questions for you

Howdy Bolen!

I am about to supply a couple of answers :D

Quote:

1) are you going to gen con next month (hope so)

My son Alex is slated to be at GenCon with Troll lord Games, but I am attending only two events this year:

Lake Geneva Gaming Convention here at the end of this month.

Canadian National Gamine Expo in Toronto at the end of August.

Quote:

2) I have been curious about this for a long time. (correct anything I get wrong please) D&D started out as a miniatures game which evolved from controlling a group of soldiers on the battlefield to one person going into a dungeon (right?). At what point did it stop being a game of one player against another and evolve into Roleplaying where a DM controls the environment and creates a story. That would seem to be a huge leap and it could not have happened over night.

That's essentially correct, the game being *Chainmail* using the "Man-to-Man" rules. What with command figures and the rules, individual figure play was not startling. When heroes, superheroes, and wizards were considered in the "Fantasy supplement," the concept of a player with but a single figure on the table born. I would use my point buys to take a superhero in magic armor, with a magic sword, backed up by a wizard with fireball spells. The superhero would assail the mass of enemy troops, and when they gathered round to attack him the wizard would drop a fireball on the lot. The superhero was very likely to come out unscathed, much to the fury of my opponents.

Quote:

I personally would buy a book where you (and maybe some of the other originators of the RPG field) discussed how this evolution took place. (and even what you think of it today and where it should go tomorrow)

Well, with what's above, and what I have passed along regarding the initial and final drafts of the game that became D&D, the story is pretty well told.

Dave Arneson's focus on underground play, using maps, and his suggestion of having a Hero be able to work up to Superhero status were most helpful.

Dave Megary is generally not sufficiently credited for inspiring things, for his DUNGEON! game, based on the CHAINMAIL work, predates D&D.

Quote:

3) I heard that you were going to revise the canting crew by Troll Lord games. Is that true and if so can you give details?

No changes from me, but I believe that the Trolls plan to re-edit the work and add more illustration. There might be a few words added to the dictionary of Thieves' Cant, but as far as I know that's it. Only the Trolls know for sure :eek:

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 10:01 PM

Quote:

*Originally Posted by **A'koss***

Eh? Nothing I've pointed out here contradicts the RAW... All I'm really saying here is, from the average man's/soldier's perspective, what's the difference between a 15th level AD&D character and a 3e one? They're both effectively demigods/superheroes to his eyes.

Cheers!

A'koss.

How about this:

A 15th level PC in AD&D requires years of gaming, and when arriving at that level the character is generally retired.

In new D&D arriving at that level takes a mere few months, and that PC is nothing compared to the half-dragon/half-vampire multi-prestige class one that the kid next door stomps around the campaign world with :lol:

Gary

Dannyalcatraz

Sunday, 3rd July, 2005, 10:14 PM

With all due respect, Col., I suspect that has more to do with the campaigns than the system. I remember back before I was cured of Munchkinism (1979-81), PCs in our campaigns would gain 2-3 levels a session. Soon, the very gods trembled at our footsteps...

In fact, I just ran a 3Ed campaign where the first magic weapon wasn't awarded until 3rd level...and it was the only magic item the party had until 5th level. And this *wasn't* a low magic campaign. (Lets just say it had things in common with the Slave Lords modules.)

bolen

Sunday, 3rd July, 2005, 10:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

That's essentially correct, the game being Chainmail using the "Man-to-Man" rules. What with command figures and the rules, individual figure play was not startling. When heroes, superheroes, and wizards were considered in the "Fantasy supplement," the concept of a player with but a single figure on the table born. I would use my point buys to take a superhero in magic armor, with a magic sword, backed up by a wizard with fireball spells. The superhero would assail the mass of enemy troops, and when they gathered round to attack him the wizard would drop a fireball on the lot. The superhero was very likely to come out unscathed, much to the fury of my opponents.

Well, with what's above, and what I have passed along regarding the initial and final drafts of the game that became D&D, the story is pretty well told.

*Cheers,
Gary*

Thanks for the quick reply but I still am wondering

It still seems a large leap from a game where you point buy a gladiator and I point buy a gladiator and we roll dice to see who wins. To a game where you had a DM creating a story and you had goals to accomplish as a group and there was no Wining or loosing (although I guess dying is loosing :lol: and incidentally you did a good job of killing my party when I just took them through Necropolis)

At what point did you the DM and player quit being opponets and fit into the roles we see them today?

A'koss

Sunday, 3rd July, 2005, 10:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

How about this:

A 15th level PC in AD&D requires years of gaming, and when arriving at that level the character is generally retired.

Well, for the typical gamer, it probably still takes years to get a character that high... But then, for guys like us who play a lot more often, there are rules in place to slow advancement to a more comfortable level. Also, mortality rates are pretty high in 3e, especially when you consider all the crits and the save or die stuff that you don't have the luxury of making your save on a 2. :p

Quote:

In new D&D arriving at that level takes a mere few months, and that PC is nothing compared to the half-dragon/half-vampire multi-prestige class one that the kid next door stomps around the campaign world with :lol:

Heh... true, but that is really a campaign issue though. And let's be honest here, didn't we all experiment playing "dragonmen", vampires, lycanthropes, githyanki and other exotic monster characters in AD&D? ;)

Cheers!

A'koss.

Col_Pladoh

Sunday, 3rd July, 2005, 10:48 PM

Quote:

Originally Posted by **Dannyalcatraz**

With all due respect, Col., I suspect that has more to do with the campaigns than the system. I remember back before I was cured of Munchkinism (1979-81), PCs in our campaigns would gain 2-3 levels a session. Soon, the very gods trembled at our footsteps...

In fact, I just ran a 3Ed campaign where the first magic weapon wasn't awarded until 3rd level...and it was the only magic item the party had until 5th level. And this wasn't a low magic campaign. (Lets just say it had things in common with the Slave Lords modules.)

Of course poor DMing can account for many anomalies. that said, it is the game rules that tell. If one follows them, then progress in AD&D is slow, in new D&D rapid. the team spirit of AD&D is gone, as the emphasis is on individual progress in the new game. Experience is aimed at seek and destroy power gaming. Of course, AD&D wasn't much better in that regard, but a revision shuld have corrected that flaw;)

Anyway, a debate of this sort is profitless, and hereafter i shall refrain from further comments in regards such matters.

Cheers,
Gary

JRRNeiklot

Sunday, 3rd July, 2005, 10:52 PM

Quote:

Originally Posted by **A'koss**

Indeed. However, that's neither here nor there as D&D has never, ever, been geared to model these archetypes in the way you're suggesting. D&D character have always been able to vastly exceed the capabilities of the figures you mention. Could any of them fall from orbit, get up, dust themselves off and continue soldiering on? You could never model the armorless characters in D&D without either being a monk or with the aid of magic. And speaking of armor, in the early editions, you could quite literally have an AC so low that you were completely invulnerable to the attacks of LL beings. A high level AD&D fighter with a -8 AC could waltz all over a LL army with complete impunity. It wouldn't matter if they could fire 200,000 arrows/rd on his location. D&D characters do not tire, nor do they suffer any detrimental effects of injury until they are KO'd or dead.

Again, 3e does give you a lot more powers/options, no question, but I don't see that earlier edition characters were any more "human". Not in any way that really mattered.

Cheers!

A'koss.

What kind of game where you playing?

At1d6 per 10 feet fallen, what 9d10 hit point fighter could survive a fall from orbit? And wasn't falling damage originally exponential? Ie, 1d6 for 10 feet, 2d6 for then next ten for a total of 3d6 for 20 feet?

200,000 arrows = 1,000 hits on average, assuming you'd need a 20 to hit. What AD&D character can take 1,000 d6 damage?

And an armorless character in a medieval period is quite stupid, as he will be destroyed by the guy in armor, so I think it models it quite well. Try picking up a stick and hitting your buddy dressed in full football pads and helmet, while he does the same to you while you wear jeans and a t-shirt. Sure, you might get lucky and bop him in the knee, but he can hurt you by hitting you ANYWHERE. And plate mail even had substabial coverage of joints, weaker coverage, maybe, but better than nothing. You can always play an unarmored fighter, though, as long as he's an archer.

I'm no expert on medieval warfare by any means, but c'mon, what kid hasn't had backyard fights with wiffle ball bats and football helmets? Garbage can lids make excellent shields, btw. :-)

JRRNeiklot

Sunday, 3rd July, 2005, 10:54 PM

Quote:

Originally Posted by **A'koss**

Heh... true, but that is really a campaign issue though. And let's be honest here, didn't we all experiment playing "dragonmen", vampires, lycanthropes, githyanki and other exotic monster characters in AD&D? ;)

Cheers!

A'koss.

Nope!

Col_Pladoh

Sunday, 3rd July, 2005, 10:55 PM

Quote:

Originally Posted by **bolan**

Thanks for the quick reply but I still am wondering

It still seems a large leap from a game where you point buy a gladiator and I point buy a gladiator and we roll dice to see who wins. To a game where you had a DM creating a story and you had goals to accomplish as a group and there was no Wining or loosing (although I guess dying is loosing :lol: and incidentally you did a good job of killing my party when I just took them through Necropolis)

At what point did you the DM and player quit being opponets and fit into the roles we see them today?

Sorry!

I had assumed you were familiar with military miniatures. In most such games players are represented by a command figure, supplied with a past events history, the current situation, an order of battle, and objectives leading to mission success, the goal of play. The manner of execution is left to the players, of course.

In short there is a story and a "quest" concerned with most miniatures games. In miniatures campaigns, there are many scenarios, each possibly altered by the results of past actions. Furthermore, such campaigns usually involve economics, political intregue, building, and considerable planning.

In many of the games I played the Judge/Referee would also command some or all of the opposing forces, although sometimes he would be less directly involved and mainly adjudicate disputes, bring in occasional random events.

All of those are part of the PRG form. so the imagined leap is more like a hop when one considers children;s games of Let's Pretend and Cops & Robbersas much of the basis for the game form's foundation :uhoh:

Cheers,
Gary

bolen

Sunday, 3rd July, 2005, 10:57 PM

thanks for answering :o

Col_Pladoh

Sunday, 3rd July, 2005, 11:02 PM

Quote:

*Originally Posted by **A'koss***

...

... And let's be honest here, didn't we all experiment playing "dragonmen", vampires, lycanthropes, githyanki and other exotic monster characters in AD&D? :)

Cheers!

A'koss.

Never happened in any campaign I ever ran, and none of the DMs I knew allowed such stuff either. :confused:

Of course there were those young power gamers who took my April Fools' joke character class, the Ultimist seriously and asked for more details :lol:

Cheers,
Gary

Col_Pladoh

Sunday, 3rd July, 2005, 11:04 PM

Quote:

*Originally Posted by **bolen***

thanks for answering :o

Most cordially welcome, sir!

And now as the sun is below the yardarm it is time for a refreshing libation and a bit of casual reading on my front porch :cool:

Ciao,
Gary

A'koss

Sunday, 3rd July, 2005, 11:04 PM

Quote:

*Originally Posted by **JRRNeiklot***

What kind of game where you playing?

Heh...AD&D, which clearly you don't remember much about....:lol:

Quote:

At1d6 per 10 feet fallen, what 9d10 hit point fighter could survive a fall from orbit? And wasn't falling damage originally exponential? Ie, 1d6 for 10 feet, 2d6 for then next ten for a total of 3d6 for 20 feet?

Nope.

1d6/10', 20d6 max.

Quote:

200,000 arrows = 1,000 hits on average, assuming you'd need a 20 to hit. What AD&D character can take 1,000 d6 damage?

Nope.

No N20 hits in AD&D.

Quote:

And an armorless character in a medieval period is quite stupid, as he will be destroyed by the guy in armor, so I think it models it quite well.

However, how many mythological and fantasy characters (that is, *the kind of characters D&D is supposed to model*) run around in nothing but their non-magical clothes or a simple loincloth *cough*Conan*cough*? ;)

Cheers!

A'koss.

A'kossSunday, 3rd July, 2005, 11:11 PM

Quote:

*Originally Posted by Col_Pladoh**Never happened in any campaign I ever ran, and none of the DMs I knew allowed such stuff either. :confused:*

Whoa, I didn't realize I was such a rebel AD&D player! :p

I could have sworn there were even Dragon mag articles about how to run monsters as characters. I guess my "Elementar" PC race wouldn't have gone over well at your table then. :)

Quote:

Of course there were those young power gamers who took my April Fools' joke character class, the Ultimist seriously and asked for more details :lol:

I must have missed that one. I know I didn't miss many others... I know we used to run a whole bunch of "NPC" classes in our games way back when. The Duelist (which, by the way, was a personal favorite), the Anti-Paladin, the Archer, the revised Monk, the Death Master, even the whole half ogre!

Cheers!

A'koss.

RanesSunday, 3rd July, 2005, 11:41 PM

Quote:

*Originally Posted by Col_Pladoh**Howdy!**The comparison is inaccurate, I think. the same could be said of virtually any RPG where the character is assumed to be well above the average person. There is a much different temper behind the two genres, of course, as there is between each different RPG genres.*

Fair point. It's funny how things turn out, given my response to my friend twenty odd years ago, but it's why, I have to say, 3e hits the nail on the head, for me.

Quote:

Happy to answer...

Thank you, governor, for such a considered response.

I am very grateful for the pointers you've given me and will look into all of the material to which you've referred. I should say though, that I encountered the G-D-Q series as soon as they appeared in print, though my character (along with the rest of the party) - the best I ever had - met his demise in D1, IIRC, so no Q1 for me. I recently managed to re-acquire that set and I've been thoroughly enjoying the read (whatever the edition, your idiosyncratic writing style is unique and wonderful).

Sorry for not responding earlier but RL rudely interrupted my ENW surfing.

All the best.

JRRNeiklotMonday, 4th July, 2005, 12:06 AM

Quote:

A'koss]Heh...AD&D, which clearly you don't remember much about....:lol:

Bah, I still play 1e.

Quote:

1d6/10', 20d6 max.

I must be thinking of C&C.

Quote:

N20 hits in AD&D.

Actually, you're wrong. But it's a 2nd edition rule. Regardless, almost every game I ever played in had this house rule in 1e.

Quote:

*However, how many mythological and fantasy characters (that is, the kind of characters D&D is supposed to model) run around in nothing but their non-magical clothes or a simple loincloth "cough*Conan*cough"? ;)*

Yeah, well, when you have an 18/00 strength and a 100 hit points, who needs armor? Conan is an exception. Very few characters have stats like his.

I'm just saying that in my games, we never survived "falls from orbit."

And the standard AD&D game was based on a milieu where if you didn't wear armor, you didn't last long fighting someone who did. There's nothing wrong with a renaissance type campaign where most people don't wear armor, but both archetypes don't work well together. That's why featherweights don't fight heavyweights.

Anyways, I'll stop here and not clutter up Gary's thread any more. If you want to hash this out some more, feel free to open a new thread.

Ranes

Monday, 4th July, 2005, 12:15 AM

Quote:

*Originally Posted by **Col_Pladoh***

How about this:

A 15th level PC in AD&D requires years of gaming, and when arriving at that level the character is generally retired.

Oh, I just have to respond here. I do agree in as much as I think the attainment of high level should be a reward for those who invest a long, long time playing. In my current campaign (which has slowed down this year due to that darned RL thing), my players have taken three years to achieve 7th level. The rapid advancement paradigm of the new edition is the one thing about it I don't like. As other posters have pointed out, this can be metered by careful DMing, my definition of which amounts to high PC mortality.

Col_Pladoh

Monday, 4th July, 2005, 12:28 AM

Quote:

*Originally Posted by **A'koss***

Whoa, I didn't realize I was such a rebel AD&D player! :p

All I can say is...

AARGH! Blasphemy :lol:

I once allowed someone's subdued and charmed ogre servant to become a werebear-ogre after it was bitten but survived a fight with a werebear, and that was pretty much the omega of that sort of thing :uhoh:

Cheers,
Gary

Col_Pladoh

Monday, 4th July, 2005, 12:31 AM

Quote:

*Originally Posted by **Ranes***

...

Thank you, governor, for such a considered response.

...

All the best.

Welcome certainly!

I could have expounded further but thought I should give my fingers a rest and your eyes a break :eek:

Cheers,
Gary

Col_Pladoh

Monday, 4th July, 2005, 12:35 AM

Quote:

*Originally Posted by **JRRNeiklot***

Bah, I still play 1e.

...

As far as falling damage goes I revised the damage to 1d6 per 10' per 10', so that it went 1, 3, 6, 10, 15 d6 at 50' distance. All the munchkins howled at the progression...as if the Law of Gravity doesn't dictate acceleration of a falling body :uhoh:

Cheers,
Gary

gideon_thorne

Monday, 4th July, 2005, 12:37 AM

Nope. Not in C&C either. ;)

Quote:

*Originally Posted by **JRRNeiklot***

I must be thinking of C&C.

Col_Pladoh

Monday, 4th July, 2005, 12:39 AM

Quote:

*Originally Posted by **Ranes***

Oh, I just have to respond here. I do agree in as much as I think the attainment of high level should be a reward for those who invest a long, long time playing. In my current campaign (which has slowed down this year due to that darned RL thing), my players have taken three years to achieve 7th level. The rapid advancement paradigm of the new edition is the one thing about it I don't like. As other posters have pointed out, this can be metered by careful DMing, my definition of which amounts to high PC mortality.

Of the core rule books are adhered to, they being assumed to dictate what is "good DMing, then rapid progression and Epic Level PCs with superheroic feats and all that goes with them are the norm.

As for reward for gaining high level in AD&D, this is a function of the accolades given by the DM and fellow players ;)

Cheers,
Gary

Dannyalcatraz

Monday, 4th July, 2005, 12:42 AM

Quote:

The rapid advancement paradigm of the new edition is the one thing about it I don't like. As other posters have pointed out, this can be metered by careful DMing, my definition of which amounts to high PC mortality.

Actually, I didn't kill a single PC in my last campaign...came close a time or two, though... After a year and a half of gaming, they topped out at 62,600XP.

In my case it was half about self-control and half about making quality challenges. I made sure I didn't award goodies just to appease players- sometimes, all they got was XP. Low-challenge encounters earned the party only discounted XP...unless the players defeated the challenge through ingenuity. If they wanted to commission magic items (or make them themselves) it took time and resources- no fast-forwarding.

Thus, by the time they actually had a tough encounter, it REALLY challenged them.

Silverleaf

Monday, 4th July, 2005, 12:59 AM

Quote:

*Originally Posted by **A'koss***

1d6/10', 20d6 max.

Don't forget the "Death From Massive Damage" rule. It's somewhere in the 1e DMG...

Quote:

*Originally Posted by **A'koss***

No N20 hits in AD&D.

But there is in B/X D&D, and you did say older editions.

In AD&D, he could easily have been grappled/overborne (either by using the extra-crunchy rules provided in the 1e DMG, or the simpler ones from Dragon magazine, or the DM's own house rule equivalent).

Either way, no sane DM would have let a PC take on an army unless he was carrying some kind of artifact with suitable powers. High-level PCs may be very heroic, but they're still mortal.

Quote:

Originally Posted by **A'koss**

*However, how many mythological and fantasy characters (that is, the kind of characters D&D is supposed to model) run around in nothing but their non-magical clothes or a simple loincloth "cough*Conan*cough"? ;)*

D&D doesn't model any one single novel or genre. It's very much a pastiche, with lots of original stuff added on top. How does Conan fit into the same world as D'Artagnan, King Arthur, Gandalf, and Elric of Melnibonée? Even 3e, with its focus on intricate details, cannot do justice to all those characters at once. Either the character has to be changed to fit the game, or the game has to be changed to fit him. But because they all originate from different universes (which obey different laws), the characters are what must ultimately bend to the rules. In pastiche-land, the closest you'll get is an approximation, but that should be good enough to have fun, don't you think?

Besides, it's not hard to make a Conan character in old-school D&D. Take a fighter with very high STR/DEX/CON, dual-class him as a thief, and give him an innate effect equivalent to Bracers of Defense. If it's a PC instead of an NPC, you can give him an XP penalty to offset the BoD freebie. It might not be perfect, but it's workable, at least it works for me.

One thing you seem to not have grasped though, is that old-school D&D isn't really about the rules. They're there and they're useful to have, but they exist only as guidelines to help the DM manage his adventure/campaign. Ultimately, the ball is in his hands as to what is possible or not, and how it gets resolved. And that, my friend, is precisely why some of us continue to play old editions even though WotC's D&D remake is mechanically more consistent.

A'koss

Monday, 4th July, 2005, 01:18 AM

Quote:

Originally Posted by **JRRNeiklot**

I must be thinking of C&C.

Are you sure... ;)

Quote:

Actually, you're wrong.

How exactly?

Quote:

But it's a 2nd edition rule. Regardless, almost every game I ever played in had this house rule in 1e.

So, in other words, I'm not wrong... :p

Quote:

Yeah, well, when you have an 18/00 strength and a 100 hit points, who needs armor?

Now, how does a D&D character survive to gain 100 hp with no armor and no magic? There is a whole lot of mythological and fantasy characters who either never wore any armor or at least never any magical varieties. Fafrd and Grey Mouser? Many Greek and Norse heroes?

Quote:

I'm just saying that in my games, we never survived "falls from orbit."

All kidding aside, that's perfectly fine if you want to house rule lethal falling damage and N20 always hits, but I'm just saying that's definitely not the case in the RAW. And what I'm getting at is that in the RAW, even 1st ed HL characters would be looked upon as superheroes/demigods to the ordinary man/soldier...

But you're right, this is definitely treading into foreign waters so I'll leave it at that.

Quote:

Originally Posted by **Col_Pladoh**

All I can say is...

AARGH! Blasphemy :lol:

Oh, if you think that was blasphemous, the jedi knight AD&D class I created would probably have had me burned at the stake. (Keep in mind though we're talking about a kid who was in his mid-teens at the time - be merciful! :eek:).

Cheers!

A'koss.

gideon_thorne

Monday, 4th July, 2005, 01:22 AM

They run like scared rabbits when the odds are against them, is how. (at least in game)

Im sure there are those who would rather be a dead lion than a live rabbit, but me, Id rather be a live lion. :lol:

Quote:

*Originally Posted by **A'koss***

Now, how does a D&D character survive to gain 100 hp with no armor and no magic? There is a whole lot of mythological and fantasy characters who either never wore any armor or at least never any magical varieties. Fafrd and Grey Mouser? Many Greek and Norse heroes?

A'koss

Monday, 4th July, 2005, 01:43 AM

Okay, really, this'll be the last ride on this train...

Quote:

*Originally Posted by **Silverleaf***

Don't forget the "Death From Massive Damage" rule. It's somewhere in the 1e DMG...

Uh... I don't think so. But if you can find it, I'll happily concede the point.

Quote:

But there is in B/X D&D, and you did say older editions.

Actually, I qualified that particular rule as AD&D in my post as I don't remember how BD&D handled it. I'll take your word for it though...

Quote:

In AD&D, he could easily have been grappled/overborne (either by using the extra-crunchy rules provided in the 1e DMG, or the simpler ones from Dragon magazine, or the DM's own house rule equivalent).

Heh... I'll just have to assume you're right here as I've never, ever, tried to make heads or tails of the AD&D grapple/overbearing rules. :p And for those of you who whine about how difficult 3e makes grappling, just *glance* over the AD&D rules sometime... (sorry Gary! :p)

Quote:

D&D doesn't model any one single novel or genre. It's very much a pastiche, with lots of original stuff added on top.

I've always said that D&D models only one thing well... *itself*.

This is not a bad thing! I've loved playing it and I'm sure you've loved playing it. However, it does not work well trying to model a lot of the settings it drew inspiration from. It's very much magic-gear based (far more than even LotR) and superheroic in nature (all editions). If you want to run a Conan/Lanhkmar/King Arthur style setting, D&D isn't the way (or at least the best way) to go.

Just my 2 bits.

A'koss.

Llaurenela

Monday, 4th July, 2005, 01:53 AM

Quote:

*Originally Posted by **gideon_thorne***

*And you can do the same thing with Castles and Crusades. ;) *shameless plug**

I have heard a lot of good things about Castles and Crusades. A friend of mine got me one of the Spartan 300 as a gift. I am not playing with it, but I did get a regular copy of it and when I get time I will take a look at it. I am not getting anything else until after I get Gary's LA game though.

Cheers,

Llaurenela

chuckles No worries. But when you need to know anything more about it feel free to ask. Or there are plenty of overly clever fellows on Dragonsfoot able to provide lengthy answers. :)

Quote:

Originally Posted by **Llaurenela**

I have heard a lot of good things about Castles and Crusades. A friend of mine got me one of the Spartan 300 as a gift. I am not playing with it, but I did get a regular copy of it and when I get time I will take a look at it. I am not getting anything else until after I get Gary's LA game though.

Cheers,

Llaurenela

Quote:

So, in other words, I'm not wrong... :p

Well, 2nd edition WAS AD&D, though some would like to deny it (myself among them), but technically, it was still AD&D.

Quote:

Originally Posted by **Col_Pladoh**

Thank you kindly :)

*No more need be said,
Gary*

Gary,

Thank you kindly good sir!!

BTW I started with AD&D (1st Edition) and found the core books totally sufficient for my taste and have had an enormous amount of fun with them. I recently got the opportunity to play D&D (the original 3 books, with a few house rules) with a ref with 31 years of experience and it is an absolute blast. He has several campaigns: he plays a 3 books only game, a 3 books and parts of Greyhawk supplement I game and a 3 books, parts of Greyhawk, bits and pieces of the other supplements game with house rules comprised of things from Mythos and many other sources. He and his wife co-ref with larger groups and she plays with smaller groups. He just threw my group (the twelve of us) into an existing border area, gave us a little background info and away we went. Characters are all generated with 3d6 in order no adjustments aside from those in the rules. You role it you play it. He doesn't pull any punches and we are learning the rules as we go.

He has never allowed thieves in any of his campaigns, but he does allow fighting men (& women), elves, dwarves and hobbits to use "thief abilities" with ability checks based on the background that was agreed on for the character when that character started and what the player has had "opportunity" to learn since and modified by other things. Anyone can try to pick a lock, it doesn't mean that they are going to succeed. Anyone can try to hide in shadows or move silently. For instance hiding in shadows or moving silently, he (the ref) makes the roll and the player finds out if he was successful by whether or not he gets away with it, i.e. he slipped past the guard without getting caught. You can hide in shadows and move silently pretty well without armour but with plate armour forget it, its not going to happen.

On the subject of dice rolls for character creation, he has one hard and fast rule, "All players must roll their abilities, 3d6 in order, using my dice with me as the witness. Any roll I don't see rolled, didn't happen." He said that he has heard others say that "they would never let a player play with such and such numbers, why it would unbalance the game." His take on it is, you roll it, you get to play it and he will leave the debates about the odds of a given set of rolls to those who get their jollies that way. In 31 years amounting to over 20,000 hours of gaming he has seen a character with 4-3's and 2-4's as the "worst" character played and that character made it to 5th level before being killed and that was a spot of bad luck not the numbers and he has seen one character with 5-18's and 1-17 rolled by his rules as the "best" character played and that character was played to 10th level, built a stronghold and retired and is the oldest player built NPC in that campaign. His take on it is that numbers don't unbalance the game if you play by the rules, giving out too much magic and too much treasure for too little effort, that is what will unbalance the game. If a player makes a once in a lifetime roll and he witnesss it, he will never take those rolls away from the player good or bad. The funny part, the same player had the "worst" and the "best" characters mentioned above and both were rolled with the same dice 6 years apart. He swears that the player has equally fond memories of both characters.

I close with saying that I have added a quote by a guy on Dragonsfoot to my signature, it fits the campaign I am getting to play in right now.

Cheers,

Llaurenela

Quote:

There are no numbers too low to play, there are players who are not inventive enough to play all numbers!
http://www.dragonsfoot.org/forums/im...s/icon_lol.gif
The GameMaster

Quote:

*Originally Posted by **JRRNeiklot***

Well, 2nd edition WAS AD&D, though some would like to deny it (myself among them), but technically, it was still AD&D.

Dear gawd, you're right. I totally forgot that they still used the "Advanced" moniker for 2nd ed. Naturally, my comments were directed at 1st ed...

Thanks!

A'koss.

Zudrak

Monday, 4th July, 2005, 03:57 AM

Quote:

*Originally Posted by **Col_Pladoh***

How true!

No gamer needs me to validate his or her choice of a system that brings them enjoyment. As a matter of fact I do not believe the choice of an RPG is a meaningful measure of a person's worth...

Exactly. Their choice of ice cream, fudge, or salt water taffy works much better, I understand. :)

Quote:

As for stirring the pot, sometimes that is good ;) Observe the sudden influx of posts here :eek:

Heh-heh. Like moths to a flame, so do posters rush to a flaming post. I think that's an ancient internet proverb...

Zudrak

Monday, 4th July, 2005, 04:02 AM

Quote:

Originally Posted by Col_Pladoh

Hey!

I have a lot of fun playing DUNGEON! now and again, trying to make a tour of all levels without getting eliminated.

I loved Dungeon! as a kid. That was the game that my parents bought to decide whether we could play D&D or not (thank God they were proactive and decided to see for themselves instead of making judgments on RPG's based on the irresponsible gossip of the day). They played and liked it. Soon after, they bought us the Basic box (Erol Otus cover) to keep us occupied at our Grandmother's while they took a holiday. Just recently, I won Dungeon! on eBay since our old copy was either lost, sold, or otherwise removed from my parents' premises. I cannot wait for it to arrive and play it again. Awesome board game!

Silverleaf

Monday, 4th July, 2005, 05:01 AM

Quote:

Originally Posted by A'koss

Uh... I don't think so. But if you can find it, I'll happily concede the point.

Okay, you got me man. :D I can't find it, though honestly it's been a while since I've played 1e. I distinctively remember seeing it in an AD&D book though, so perhaps it was in UA or the 2e DMG.

It's worth noting that you can use the Massive Damage rule, or at least that concept, no matter what the edition. I think it's a good, simple rule, especially since you can scale it up or down to set the desired "grittiness" level for your campaign.

Quote:

Originally Posted by A'koss

Actually, I qualified that particular rule as AD&D in my post as I don't remember how BD&D handled it. I'll take your word for it though...

It varies by BD&D edition (yes, there have been a few of those: '77 Holmes, '81 Moldvay, '83 Mentzer). I use the Moldvay book, where the rule of thumb is: you always miss on natural 1, and you always hit on natural 20 (again, except in cases where a magic/silver weapon is needed). I also believe, but can't confirm, that AD&D 2e also has the same rule of thumb.

Quote:

Originally Posted by A'koss

Heh... I'll just have to assume you're right here as I've never, ever, tried to make heads or tails of the AD&D grapple/overbearing rules. :p And for those of you who whine about how difficult 3e makes grappling, just glance over the AD&D rules sometime... (sorry Gary! :p)

Well don't quote me on that. I never used those rules in the DMG. :D I'm just going on the basis that a sane DM would make sure the fighter was eventually brought to his knees and captured or slain, even if it took a few hundred soldiers to do the job. AC helps you survive attacks, but it's not a cure-all. The odds are simply not in his favor, and the sheer numbers of the opposition should grant them non-trivial bonuses. In fact, in a situation like that, I would be tempted to use the "squad combat" mechanism from module M5 Talons of Night, which allows a trained unit of low-level NPCs/monsters to attack as a single entity of much higher level.

Quote:

Originally Posted by A'koss

I've always said that D&D models only one thing well... itself.

This is not a bad thing! I've loved playing it and I'm sure you've loved playing it. However, it does not work well trying to model a lot of the settings it drew inspiration from. It's very much magic-gear based (far more than even LotR) and superheroic in nature (all editions). If you want to run a Conan/Lankhmar/King Arthur style setting, D&D isn't the way (or at least the best way) to go.

There was actually a Lankhmar setting (and modules) for AD&D. There's an interesting discussion about it here:

<http://forum.rpg.net/showthread.php?t=194162>

It sounds pretty good, but I don't know how faithful it is to Lieber's world.

Conan can probably be done in a similar fashion too. Middle-earth is harder to pin down, but I'm sure many have used some modified version of D&D for that. Heck, I think there was a d20 M-E project happening on this very site a while back... And on Dragonsfoot, there have been several

discussions in the Classic D&D forum on how to handle M-E. OD&D/BD&D are particularly well-suited to this kind of thing, since they're quite generic (read the monster, spell and magic item descriptions, you'll see what I mean...) and thus those games make a good "starting point". AD&D though is much more specific and one would need to deal with a lot more "cruft" if he wanted to use it to model something outside or on the edges of its design parameters.

A'koss

Monday, 4th July, 2005, 07:34 AM

Quote:

*Originally Posted by **Silverleaf***

*There was actually a Lankhmar setting (and modules) for AD&D. There's an interesting discussion about it here:
<http://forum.rpg.net/showthread.php?t=194162>
It sounds pretty good, but I don't know how faithful it is to Lieber's world.*

Actually, I have all the 2e Lankhmar stuff. While the adventures aren't bad, the rules are an ill-fit however. Sometimes it tries to use standard D&D levels of magic and other times it tries to be a low magic game. For example, there's one 15th level fighter with a magic sword and an AC - 5 in one module, and in another a 14th level Thief with a AC 9 and no magic items. There are some new classes, including Wizard classes, but basically using the same D&D spell list. It's D&D wearing Lankhmar's clothes. Fafred has about 25 levels to his name... and an AC 6. Grey Mouser has even more levels, some rule-breaking proficiencies IIRC and an AC 4. I think at the very least you need a system that grants class-based AC bonuses.

My feeling is that the same can be said for Conan and LotR. And you would need to completely revamp magic for those two settings as well. Ideally you'd want a system that made characters difficult to actually wound, but once wounded treated more like a real-life wound.

Just my 2 bits,

A'koss.

RFisher

Monday, 4th July, 2005, 07:50 AM

Quote:

*Originally Posted by **A'koss***

Hmmm, I'm not sure I buy that (and I apologize in advance if this is getting OT). BD&D characters and AD&D characters are very much like superheroes as well. High level character could destroy entire towns of LL foes, fall from orbit, possess superhuman attributes, etc. You certainly have more options and "powers" in 3e to be sure, but I certainly wouldn't call the early edition characters "historical human archetypes" by comparison. They're all geared towards representing mythological and fantasy archetypes anyway.

Here's one of the effects the Internet has had on my game. Learning about how Gary & others played D&D & AD&D made me realize that--in some ways--I played a very different game than they did. (Although neither my group's way or Gary's way was the RAW!)

Thanks, Gary. Not only for giving us the games that started the hobby, but for helping me find--so many years later--a new appreciation for those same games. And by doing it by just being another gamer discussing things online. And thanks for your latest thoughts on the hobby as embodied in the *Legendary Adventure* game.

Uh oh, now I sound like a hopeless fanboy. Politics is verboten so that way out is blocked. Maybe I could dredge up some material from my younger & stupider Gygax-bashing days... Let's see...the UA...certainly there's something there... Nah. Can't open it or it will finally fall apart completely...

OK. I'll just get back on topic: Any progress on getting a collection of stories from the early days as published in *Dragon* & elsewhere into print?

I was looking into *The Record of Lodoss War*--an *anime* (originally novels, I think) based on the author's D&D campaign--and I thought how cool it would be to see something like that based on a book of your old Greyhawk stories. Or maybe not. Hard to imagine Robilar & Mordy in *anime* style. :)

The really sad thing to me, too, is that I've never heard tales from Marc Miller's home Traveller campaign or Steve Jackson's home GURPS campaign, &c. It makes you wonder if a game designer doesn't enjoy his own game so much that he can't help but tell some tales about his own sessions...

Col_Pladoh

Monday, 4th July, 2005, 02:43 PM

Quote:

*Originally Posted by **A'koss***

...

Oh, if you think that was blasphemous, the jedi knight AD&D class I created would probably have had me burned at the stake. (Keep in mind though we're talking about a kid who was in his mid-teens at the time - be merciful! :eek:).

Cheers!

A'koss.

But of course!

At least I wasn't forced to listen to you extol the merits of the "really cool new class" as I have in regard to many similar creations at various cons. At such events the spirit of camaraderie prevents me from being brutally frank :mad:

When my sons Ernie and Luke were DMing the playtest of the *Lost City of Gaxmoor* we played from noon until 7 PM on Saturdays. The number of players varied from as few as 12 to as many as 24. The majority were eager and enthusiastic young teens. I was, of course, the old man of the party, with a scattering of 30- and 40-year-olds leavening the youthful band. The whole of those young gamers had a great time playing the 3E game, and because of that I didn't mind the rule-playing that prevailed. However, it was impossible to not mentally compare and contrast that group with similar ones Rob Kuntz and I had DMed in the 70s. The only difference in reality was the rule-playing in lieu of occasional thinking by the contemporary band of heroes. The level of enjoyment was the same, and the after game war stories were as if they sprang from that earlier decade.

Enough of this rambling!

Cheerio,
Gary

Col_Pladoh

Monday, 4th July, 2005, 02:45 PM

Quote:

*Originally Posted by **gideon_thorne***

They run like scared rabbits when the odds are against them, is how. (at least in game)

Im sure there are those who would rather be a dead lion than a live rabbit, but me, Id rather be a live lion. :lol:

Absolutely!

All of the sensible players in my campaign knew well the strategic retreat, and my own PCs were often winging their way away from danger :uhoh:

Quoting Monty Python was usual: "Run away! Run away!"

Cheers,
Gary

Col_Pladoh

Monday, 4th July, 2005, 02:54 PM

Quote:

*Originally Posted by **Llaurenela***

Gary,

Thank you kindly good sir!!

...

And another thanks to you for the account of the OD&D game campaign. I suppose you know that I had been playing pretty much the same sort of campaign as a break from the LA and C&C game systems...but we are now back to the LA game, playing in the C&C-designed Castle Zagyg, Yggsburgh setting. Anyway, the OD&D rules are meant to have house additions, because they are sketchy, and the DM is there to be the judge and referee, write statutes as needed for the group;)

Cheers,
Gary

Col_Pladoh

Monday, 4th July, 2005, 02:59 PM

Quote:

*Originally Posted by **Zudrak***

Exactly. Their choice of ice cream, fudge, or salt water taffy works much better, I understand. :)

Whilst I much prefer a creme brulee or a Napoleon :cool:

Quote:

Heh-heh. Like moths to a flame, so do posters rush to a flaming post. I think that's an ancient internet proverb...

Yuppers! About the only topic likely to draw more attention is one dealing with sex :lol:

Cheers,
Gary

Llaurenela

Monday, 4th July, 2005, 03:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

And another thanks to you for the account of the OD&D game campaign. I suppose you know that I had been playing pretty much the same sort of campaign as a break from the LA and C&C game systems...but we are now back to the LA game, playing in the C&C-designed Castle Zagyg, Yggsburgh setting. Anyway, the OD&D rules are meant to have house additions, because they are sketchy, and the DM is there to be the judge and referee, write statutes as needed for the group;)

Cheers,
Gary

Gary & all,

Happy 4th of July!

Cheers,

Gentlegamer

Monday, 4th July, 2005, 04:18 PM

Quote:

Originally Posted by **A'koss**

However, how many mythological and fantasy characters (that is, the kind of characters D&D is supposed to model) run around in nothing but their non-magical clothes or a simple loincloth *cough*Conan*cough*? ;)

Barbarian sub-class, Uearthed Arcana.

Gentlegamer

Monday, 4th July, 2005, 04:28 PM

Quote:

Originally Posted by **ColonelHardisson**

Edition wars are no fun. It's a game. Don't take it so seriously. If anything divides gamers, it's that.

This isn't a statement of denigration. D&D (original, Moldvay/Cook, Mentzer) and AD&D were two different games. The current d20 Fantasy, 2nd Edition is a different game from both.

Col_Pladoh

Monday, 4th July, 2005, 04:56 PM

Quote:

Originally Posted by **Gentlegamer**

Barbarian sub-class, Uearthed Arcana.

Not to mention magic-users and the monk class...

Cheers,
Gary

A'koss

Monday, 4th July, 2005, 05:55 PM

Quote:

Originally Posted by **Gentlegamer**

Barbarian sub-class, Uearthed Arcana.

If you go back to my earlier post, the point was that all versions of D&D are very much magic gear oriented. This works great... for D&D. However, loads of magic gear (and even just significant armor) is not indicative in many (though obviously not all) of the mythological and fantasy fiction we grew up with. How does a bare-chested barbarian with no magical healing an AC 6 survive to high levels? Robin Hood & his Merry Men? The Three Musketeers? Lightly armored rangers in LotR? A Hyborian Age jungle fighter? Like I was saying, the game isn't really geared to handle a lot of the settings it drew inspiration from. At some point you could add enough house rules to make it work, but at what point would you be better off with another system?

Cheers!

A'koss.

Gentlegamer

Monday, 4th July, 2005, 06:04 PM

Quote:

Originally Posted by **A'koss**

If you go back to my earlier post, the point was that all versions of D&D are very much magic gear oriented. This works great... for D&D.

However, loads of magic gear (and even just significant armor) is not indicative in many (though obviously not all) of the mythological and fantasy fiction we grew up with. How does a bare-chested barbarian with no magical healing an AC 6 survive to high levels? Robin Hood & his Merry Men? The Three Musketeers? Lightly armored rangers in LotR? A Hyborian Age jungle fighter? Like I was saying, the game isn't really geared to handle a lot of the settings it drew inspiration from. At some point you could add enough house rules to make it work, but at what point would you be better off with another system?

Cheers!

A'koss.

How many mythological and fantasy characters could survive more than a few "rounds" of hand to hand combat without being killed?

If you focus on the pure details of combat, you are sure to be disappointed by AD&D; however, AD&D is not all about combat.

(The Barbarian sub-class doesn't need any magic to have very low armor class, and can provide his own non-magical healing through his survival class skills . . .)

Col_Pladoh

Monday, 4th July, 2005, 06:10 PM

Quote:

*Originally Posted by **A'koss***

If you go back to my earlier post, the point was that all versions of D&D are very much magic gear oriented. This works great... for D&D. However, loads of magic gear (and even just significant armor) is not indicative in many (though obviously not all) of the mythological and fantasy fiction we grew up with. How does a bare-chested barbarian with no magical healing an AC 6 survive to high levels? Robin Hood & his Merry Men? The Three Musketeers? Lightly armored rangers in LotR? A Hyborian Age jungle fighter? Like I was saying, the game isn't really geared to handle a lot of the settings it drew inspiration from. At some point you could add enough house rules to make it work, but at what point would you be better off with another system?

Cheers!

A'koss.

As a matter of fact...

Protection has always been a major factor in combat.

Lightly armored troops in historical battles suffer a lot of casualties.

An FRPG features heroic personas that are not meant to become casualties of confrontations, so of course they are given armor, magical protections too in order to remain as active characters in a campaign, fight and slay their enemies, armored or not.

In a system designed to manage another genre, say fantasy science such as that of ERB's Barsoom it is possible to create systems that facilitate unarmored protagonists fighting and surviving hordes of opponents. That was done neatly by Brian Blume's 3d6 combat mechanics on the *Warriors of Mars* RPG.

To fault the original A/D&D combat is to entirely miss the whole reason for the game. Fortunately millions of happy players did not make such a mistake :p

Cheers,
Gary

A'koss

Monday, 4th July, 2005, 06:34 PM

Quote:

*Originally Posted by **Col_Pladoh***

Lightly armored troops in historical battles suffer a lot of casualties.

Without question. However, we are discussing fictional heroes who are great without the benefit of armor (or much of it). Heroes that would be considered high level by D&D standards...

Quote:

An FRPG features heroic personas that are not meant to become casualties of confrontations, so of course they are given armor, magical protections too in order to remain as active characters in a campaign, fight and slay their enemies, armored or not.

Which works just fine. What I'm saying though is that style of game is very "D&D" if you will, it has it's own identity separate from the fantasy works that inspired it.

Quote:

To fault the original A/D&D combat is to entirely miss the whole reason for the game. Fortunately millions of happy players did not make such a mistake :p

I think you're misreading me here just a little. I've never faulted D&D for doing what it does well - D&D. That is to say Greyhawk, Forgotten Realms, Planescape, Eberron, and so forth.

However, if I wanted to run a game in Conan's Hyborian Age, Middle Earth, Mythological Greece, play one of Knights of the Round Table, Robin Hood, Three Musketeers, etc. or something in that vein, you probably wouldn't use D&D as a foundation.

Cheers!

A'koss.

Col_Pladoh

Monday, 4th July, 2005, 06:44 PM

Quote:

*Originally Posted by **A'koss***

...

...

However, if I wanted to run a game in Conan's Hyborian Age, Middle Earth, Mythological Greece, play one of Knights of the Round Table, Robin Hood, Three Musketeers, etc. or something in that vein, you probably wouldn't use D&D as a foundation.

Cheers!

A'koss.

With the exception of Conan's setting, I agree. Even there one would have to scale back the magic, but having armor is usual in REH's tales, save for Conan and a few other of the lesser protagonists, and the Barbarian class covers that pretty handily.

I don't think it's the armor or the magic that's the main problem in translating the D&D game to such settings but rather the classes themselves and the combat system, for that was devised for balanced hack & slash favoring the PCs in the long term.

Cheers,
Gary

Redwald

Monday, 4th July, 2005, 07:16 PM

new reaar of some old books

Hi, Gary --

Just thought I'd drop a note to thank you for your ongoing participation in this thread. Now matter how fun you might insist it is (and I believe you :)), I'm afraid I'm compelled to consider it a considerate gesture on your part, as you tolerate slavering fanboys and acerbic detractors alike -- at least enough to stick around :). Fortunately, after reading all 9(!) of these Q&A threads to date, I find that most people fall pleasantly in the middle.

They haven't come up lately, but I thought I'd let you know of another respect in which your presence here has paid off in an intangible yet real way -- thanks to the accounts of the *Gord the Rogue* novels presented here, I've recently ordered them online; all seven books from three different vendors. I never had the sense to pick them up when they were in print in the 80s. Four have arrived already, including the first three (for the thread readers, those are *Saga of Old City*, *Artifact of Evil*, and *Sea of Death*). This is fortunate for me, as I'm taking a transatlantic flight soon and will need some reading material.

I should get to my questions --

With the graphic novel adaptation plans a victim of the vicissitudes of "market strategy", do you think there's any chance of seeing the Gord novels republished, perhaps in some sort of omnibus edition?

If not, does the idea of net-publishing them as PDFs (or, heck, even plain text) appeal to you?

Thanks for your time and I hope you are having a pleasant Independence Day. Now, I'm off to enjoy some buffalo steaks with the kinfolk. :)

(I've got to give props also to the adventuring writeups of Christopher W. Page and Brad Solberg, who, years ago, posted to USENET some tremendously entertaining "old school" accounts of adventures through the *Tomb of Horrors* and *Temple of Elemental Evil*. These guys were real curmudgeons, playing "by the book" with only a few house rules, and limited usage even of *Unearthed Arcana*. Both Page and Solberg credited the Gord novels as being influential upon their gaming style and backstory. Their messages can still be found via Google Groups.)

Col_Pladoh

Monday, 4th July, 2005, 08:00 PM

Quote:

*Originally Posted by **Redwald***

Hi, Gary --

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Hail Redwald, and rest assured I am pleased and honored to be here exchanging comments and quips. As I've just finished making 10 deviled eggs to take to a BBQ to be held later today regardless of the drizzling skies here in Lake Geneva, I have a few moments to respond to your post. then O plan to have a cigarillo and read on the front porch...such a demanding day :lol:

Quote:

They haven't come up lately, but I thought I'd let you know of another respect in which your presence here has paid off in an intangible yet real way -- thanks to the accounts of the Gord the Rogue novels presented here, I've recently ordered them online; all seven books from three different vendors. I never had the sense to pick them up when they were in print in the 80s. Four have arrived already, including the first three (for the thread readers, those are Saga of Old City, Artifact of Evil, and Sea of Death). This is fortunate for me, as I'm taking a transatlantic flight soon and will need some reading material.

As I read through the "Judge Dee" mysteries in the spring, I am now working on the "Sharpe's" Napoleonic Era historical novels. When those are finished I plan to re-read some of my favorite Vance yarns again, and more "Nero Wolfe." As i work so much with fantasy, it is good to have a change of genre:)

The book to read after *Artifact of Evil* is *Night Arrant*, then read *City of Hawks* before *Sea of Death*, and i hope you enjoy the read. the tales are sheer adventure with little or any message anywhere therein :eek:

Quote:

I should get to my questions --

With the graphic novel adaptation plans a victim of the vicissitudes of "market strategy", do you think there's any chance of seeing the Gord novels republished, perhaps in some sort of omnibus edition?

It is likely that Troll Lord Games will begin publishing hardback versions of the seven "Gord" books beginning in the last part of this year.

Quote:

If not, does the idea of net-publishing them as PDFs (or, heck, even plain text) appeal to you?

That isn't worth the time and effort...

[QUOTE]Thanks for your time and I hope you are having a pleasant Independence Day. Now, I'm off to enjoy some buffalo steaks with the kinfolk. :) [QUOTE]

I have some elk steaks that are pending the grill on a day that son Alex isn't working.

Quote:

(I've got to give props also to the adventuring writeups of Christopher W. Page and Brad Solberg, who, years ago, posted to USENET some tremendously entertaining "old school" accounts of adventures through the Tomb of Horrors and Temple of Elemental Evil. These guys were real curmudgeons, playing "by the book" with only a few house rules, and limited usage even of Unearthed Arcana. Both Page and Solberg credited the Gord novels as being influential upon their gaming style and backstory. Their messages can still be found via Google Groups.)

Perhaps one day when I am seeking some diversion I'll root up the URL, as you make their accounts sound interesting to a chap such as I;)

Cheers,
Gary

Yeoman99

Tuesday, 5th July, 2005, 01:23 AM

Hi Gary,

I have read the Sharpe books, and was suitably impressed with Cornwell's latest offering "The Last Kingdom" set in era of Alfred's defense of Wessex...gripping stuff. You may have commented previously on Pratchett - I find Discworld great for comic relief - does it make your reading list? On the other end of the scale I enjoyed the Memory, Sorrow & Thorn trilogy from Williams for its storytelling.

Excuse the rambling, all too easy with adecent malt whisky.

Good Health
John

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Gary Gygax Q&A, Part IX

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Gentlegamer

Tuesday, 5th July, 2005, 01:39 AM

I just started *Saga of the Old City*, and of course, *Artifact of Evil* is next.

I have the following other Gord the Rogue books:

Night Arrant
City of Hawks
Sea of Death
Come Endless Darkness
Dance of Demons

What is the definitive order for reading the series?

Redwald

Tuesday, 5th July, 2005, 04:47 AM

Quote:

Originally Posted by **Gentlegamer**

...*Saga of Old City*...
Artifact of Evil...
Night Arrant
City of Hawks
Sea of Death
Come Endless Darkness
Dance of Demons

What is the definitive order for reading the series?

I believe you've got it, but I'm not the world's most reliable source as I thought I was right earlier today, and Col. Pladoh had to correct me. :o

Deogolf

Tuesday, 5th July, 2005, 03:38 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh,

Well, I know we areee on more than having fun gaming. You aren't a whiner and don't have your head where the sun doesn't shine :lol:

Cheers,
Gary

:D ;) :uhoh:

Col_Pladoh

Tuesday, 5th July, 2005, 03:44 PM

Quote:

Originally Posted by **Yeoman99**

Hi Gary,

I have read the Sharpe books, and was suitably impressed with Cornwell's latest offering "The Last Kingdom" set in era of Alfred's defense of Wessex...gripping stuff. You may have commented previously on Pratchett - I find Discworld great for comic relief - does it make your reading list? On the other end of the scale I enjoyed the Memory, Sorrow & Thorn trilogy from Williams for its storytelling.

Excuse the rambling, all too easy with adecent malt whisky.

Good Health
John

As an amateur historian of Anglo-Saxon england, one who favors Wessex, the Cornwell novel sounds interesting, and I will probably pick it up.

Pratchett's "Discworld" series is amusing, and I love Rincewind and Luggage :D

For characterization and dialog I favor Vance.

Cheers,
Gary

Col_Pladoh

Tuesday, 5th July, 2005, 03:46 PM

Quote:

*Originally Posted by **Gentlegamer***

I just started Saga of the Old City, and of course, Artifact of Evil is next.

I have the following other Gord the Rogue books:

*Night Arrant
City of Hawks
Sea of Death
Come Endless Darkness
Dance of Demons*

What is the definitive order for reading the series?

Heh!

Just as you list them, but *City of Hawks* can be read before *Night Arrant* without any problem.

Cheers,
Gary

Col_Pladoh

Tuesday, 5th July, 2005, 03:48 PM

Hi Deogolf!

Actually, I could relate the tale of your heroic action that saved the whole party in the HoMP, it being quite unusual for your Avatar, but then the situation was unique, eh?

Cheers,
Gary

Deogolf

Tuesday, 5th July, 2005, 04:43 PM

Quote:

*Originally Posted by **JRRNeiklot***

What kind of game where you playing?

At 1d6 per 10 feet fallen, what 9d10 hit point fighter could survive a fall from orbit? And wasn't falling damage originally exponential? Ie, 1d6 for 10 feet, 2d6 for then next ten for a total of 3d6 for 20 feet?

200,000 arrows = 1,000 hits on average, assuming you'd need a 20 to hit. What AD&D character can take 1,000 d6 damage?

And an armorless character in a medieval period is quite stupid, as he will be destroyed by the guy in armor, so I think it models it quite well. Try picking up a stick and hitting your buddy dressed in full football pads and helmet, while he does the same to you while you wear jeans and a t-shirt. Sure, you might get lucky and bop him in the knee, but he can hurt you by hitting you ANYWHERE. And plate mail even had substantial coverage of joints, weaker coverage, maybe, but better than nothing. You can always play an unarmored fighter, though, as long as he's an archer.

I'm no expert on medieval warfare by any means, but c'mon, what kid hasn't had backyard fights with wiffle ball bats and football helmets? Garbage can lids make excellent shields, btw. :-)

Yeah, my parent's would get ticked off by our using the garbage can lids for shields!! ;) We had our game of "Orc Wars!" where would get 6 to 8 guys and play rival orc clans and duke it out! We evolved to making shields out of plywood (a bit more durable and less noisy :heh:) and would use hockey sticks with a maximum length of 30". If you wanted to use something longer, it would have to be used two-handed (no shield). One of our guys was a little more resourceful and made his own morning-star/flail (can't remember which - its been almost 15-20 years). Ah, the good ole days! Nowadays, they would have us committed!! :uhoh:)

dcas

Tuesday, 5th July, 2005, 04:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

As far as falling damage goes I revised the damage to 1d6 per 10' per 10', so that it went 1, 3, 6, 10, 15 d6 at 50' distance. All the munchkins howled at the progression...as if the Law of Gravity doesn't dictate acceleration of a falling body :uhoh:

Of course, if one really wants to get into the Law of Gravity then it is the *time* (not the distance) of one's fall that should dictate the damage taken, since velocity is a function of time ($v = 32t$). I think a simple method could be 1 point of damage per foot for the first 20 feet, two points of damage

per foot for the next 50 feet, and 3 points per foot for the next 80 feet. (It only takes about 3 seconds to fall 150 feet.) A character falling 15 feet would take 15 points of damage; one falling 50 feet would take $20 + 60 (30 * 2) = 80$ points of damage; one falling 100 feet would take $20 + 100 (50 * 2) + 90 (30 * 3) = 210$ points of damage. One might allow a saving throw for 1/2 damage. ;) Anything over 150 feet would result in automatic death (barring really extraordinary circumstances).

Patryn of Elvenshae

Tuesday, 5th July, 2005, 04:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

Gg, not GG, eh? Well, if so my apologies are in order, although I did enjoy making the ascerbic retort :mad:

Err, yeah, sorry about that. I could have been clearer. :o

G-little-g constantly harps about how I (and others) are not actually playing D&D with my (and our) friends in every thread in which it arises. Given that I'd come to ask for a little more clarification on your own views, it was something I really didn't need to be reminded of.

I thought you were rallying to his defense - which on the surface made sense, given the disgust you'd previously mentioned.

Sorry again for the confusion!

Deogolf

Tuesday, 5th July, 2005, 05:05 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hi Deogolf!

Actually, I could relate the tale of your heroic action that saved the whole party in the HoMP, it being quite unusual for your Avatar, but then the situation was unique, eh?

*Cheers,
Gary*

But, of course, master! Whatever you say! ;)

As it was one of my crowning moments in the adventure, I can pat myself on the back for that one!! :D

Col_Pladoh

Tuesday, 5th July, 2005, 05:08 PM

Well Dang!

Back in Chicago in the early 1940's we used wooden swords and garbage can or peach crate lids reinforced with cardboard shields to have "wars" against the "enemy gang" that were at the north end of the long alley that ran in an L-shape on the 4100 block of Kenmore Avenue. Our gang was in the middle of the block on both sides of the streets--the Pirates on my side, the east, the Indians across the way. Of course we'd team up if any "strangers" came around :]

My older brother was in high school, had some big friends, Jack Markam being the largest at around 6'4" and near 300 pounds. When cleaning the basement as was his usual Saturday chore, my brother put Jack in my old baby carriage and wrecked it, so mother had him take it out to the trash. Thus came into possession our War Wagon.

I had gleaned a rug pole from the alley, that being about 9' long and around 2" diameter...a marvelous lance! I was elected to ride in the sprung baby carriage, and armed with the lance, two of my pals serving as the team pushing the vehicle, and another couple of stalwarts flanking it to right and left, we forayed up to the dogleg in the alley where the "enemy kids" held sway. They spotted us forming up, got their shields, swords and rocks ready, and formed up to drive us away. The war wagon was too much for them, though. We were at least 50' from them and charging when the lot of them broke and ran for it.

That bloodless defeat ended their challenging our right to ranging the alley even though the war wagon was soon gone with the trash pickup and the mighty lance lost who knows where.

The defeated forces made the circular park across from St. Mary's of the Lake their new domain, but they didn't challenge us in armed combat again :lol:

The year after that we got into a serious fracas with a big gang of boys from further north, there were at least 30 of them to our dozen, but that's a whole different story, and the main reason my father decided to move from Chicago :uhoh:

Cheers,
Gary

Col_Pladoh

Tuesday, 5th July, 2005, 05:13 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

Err, yeah, sorry about that. I could have been clearer. :o

G-little-g constantly harps about how I (and others) are not actually playing D&D with my (and our) friends in every thread in which it arises. Given that I'd come to ask for a little more clarification on your own views, it was something I really didn't need to be reminded of.

I thought you were rallying to his defense - which on the surface made sense, given the disgust you'd previously mentioned.

Sorry again for the confusion!

Heh...

Allow me to make one thing clear, just in case :)

I am not prone to take actual offense at most anything relating to gaming, save a personal insult. I will return jibes and make caustic comments, but all in the spirit of fun. As a matter of fact I am not much given to thinking of myself as sacrosanct, not do I hold grudges against those who disagree with me :p In all, I view all gamers as fellows.

Cheers,
Gary

med stud

Tuesday, 5th July, 2005, 05:20 PM

Heh we had those stick wars as well but we added fire wood as throwing weapons. One team had their fortress up a steep cliffside (maybe 15' high) and the other side stormed up. It ended when one of us got a stick 1" under the eye and another one got unconcious from another stick. ;)

Col_Pladoh

Tuesday, 5th July, 2005, 05:27 PM

Quote:

*Originally Posted by **med stud***

Heh we had those stick wars as well but we added fire wood as throwing weapons. One team had their fortress up a steep cliffside (maybe 15' high) and the other side stormed up. It ended when one of us got a stick 1" under the eye and another one got unconcious from another stick. ;)

Quite!

Children do not consider the possible ramifications of their battles with sticks and stones.

The big battle I mentioned ended when the toughest kid in our band dropped the leader of the attackers with a clinker thrown that beaned him on the forehead and knocked him cold.

Alter on here in Wisconsin we used to use BB guns, slings, slingshots, and sharp cane limbs in our childish "wars." In the winter when things degenerated it was rocks in snowballs and iceballs... Nobody ever was seriously hurt, whether that was sheer luck or some busy guardian angels... :eek:

cheers,
Gary

Col_Pladoh

Tuesday, 5th July, 2005, 05:29 PM

Quote:

*Originally Posted by **Deogolf***

But, of course, master! Whatever you say! ;)

As it was one of my crowning moments in the adventure, I can pat myself on the back for that one!! :D

That instant correct decision indeed saved the party, for surely most would have died instantly otherwise. good show :cool:

Cheers,
Gary

Dannyalcatraz

Tuesday, 5th July, 2005, 05:32 PM

No matter where I lived (I was an army brat), our mock-combats used ranged weapons almost exclusively. In Tacoma, Washington, it was little rocks (!); in Stuttgart, Germany, it was Horse Chestnuts, either stripped of their outer casing, or with spikes intact (!!); and in Dallas, Texas, it was "spear grass"- a plant about 6-14" tall that, when plucked, had a hard, dart-like root-ball that if thrown, could draw blood at ranges up to 25'.

We were nuts.

gideon_thorne

Tuesday, 5th July, 2005, 05:35 PM

Horse mounted combat with saber vs lance more or less comprised my 'teen' years. :cool:

Quote:

*Originally Posted by **Col_Pladoh***

Well Dang!

Back in Chicago in the early 1940's we used wooden swords and garbage can or peach crate lids reinforced with cardboard shields to have "wars"

against the "enemy gang" that were at the north end of the long alley that ran in an L-shape on the 4100 block of Kenmore Avenue. Out gang was in the middle of the block on both sides of the streets--the Pirates on my side, the east, the Indians across the way. Of course we'd team up is any "strangers" came around :]

Deogolf

Tuesday, 5th July, 2005, 06:29 PM

Quote:

Originally Posted by **Col_Pladoh**

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I had gleaned a rug pole from the alley, that being about 9' long and around 2" diameter...a marvelous lance! I was elected to ride in the sprung baby carriage, and armed with the lance, two of my pals serving as the team pushing the vehicle, and another couple of stalwart flanking it to right and left, we forayed up to the dogleg in the alley where the "enemy kids" held sway. They spotted us forming up, got their shields, swords and rocks ready, and formed up to drive us away. The war wagon was too much for them, though. We were at least 50' from them and charging when the lot of them broke and ran for it.

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The year after that we got into a serious fracas with a big gang of boys from further north, there were at least 30 of them to our dozen, but that's a whole different story, and the main reason my father decided to move from Chicago :uhoh:

Cheers,
Gary

Now that would've been something to see on video! I just have to shake my head and laugh cuz I know that's something I can picture our group doing too!

It's amazing no-one was seriously hurt. Then again, we took precautions to limit the weapons we could use (no airborne missiles). The only time we had an airborne missile was when the ball of the morning-star flew off the plastic chain and landed at my feet. Thinking quickly, I picked it up and with a double-hand toss (had to be realistic, ya know!), bounced it off the side of one of our "enemies" head - quickly taking him out of the battle! (The ball was actually a rolled up sock wrapped in electrical tape). Or maybe it was because everyone was too busy laughing to keep the battle going!! :D

Gentlegamer

Tuesday, 5th July, 2005, 07:45 PM

Quote:

Originally Posted by **Patryn of Elvenshae**

G-little-g constantly harps about how I (and others) are not actually playing D&D with my (and our) friends in every thread in which it arises. Given that I'd come to ask for a little more clarification on your own views, it was something I really didn't need to be reminded of.

I thought you were rallying to his defense - which on the surface made sense, given the disgust you'd previously mentioned.

Sorry again for the confusion!

Since in the discussions you remember you and others pointed out how much you didn't like "old" D&D and had left the game and only "returned" for "3e," I can't help but point out (by way of clarification) that "3e" and "3.5e" are not D&D, but part of the d20 System rules set. I don't understand why it upsets you so much.

Patryn of Elvenshae

Tuesday, 5th July, 2005, 08:12 PM

Quote:

Originally Posted by **Gentlegamer**

Since in the discussions you remember you and others pointed out how much you didn't like "old" D&D and had left the game and only "returned" for "3e,"

Find the post where I said that. :)

I like "old" D&D. I played it for years. I "left the game," not because of the rules, but because I moved away from my gaming group and couldn't find another for awhile. When I "returned," it was because I found out online about a new version - and found some online games in which to play it. I've since found another face-to-face group.

I prefer 3E, but I'd still be willing to play an older version - if I had the time and a good group.

Which brings me to my next question ...

When it comes to gaming groups, the majority of our time is spent playing one particular system. Currently, that's D&D 3.X. We're playing some d20 StarWars at the moment, as one DM takes a break, but we also play a lot of other games - the Munchkin card game, Cartagena, Battle Cry (done as a miniatures game), Rolemaster / MERPS, etc. In the past, my D&D groups (at this point, it was 2nd Ed.) also played short stints of Shadowrun, Rolemaster, WEG Star Wars, M:TG, and a bunch of others.

So, when you weren't DMing D&D (in whatever flavor your preference at the time was), what other games did you or your gaming group prefer to run? And, if you've got more than a couple moments, what was it about those systems you particularly enjoyed?

Gray Mouser

Tuesday, 5th July, 2005, 08:35 PM

Quote:

Originally Posted by Col_Pladoh

Damn!

I wish I'd have read your post, Gray Mouser, before I responded to so many of those before it :uhoh:

So, RIGHT ON Brother!

*Ciao,
Gary*

Heh, thanks Gary. I tried anyway ;)

BTW, I have a question for you regarding the World of Greyhawk setting. I was just perusing the encounter tables in the glossography recently and noticed that a fair amount of them include results for "Men, Cavemen" (areas such as Blackmoor, Sterich, Valley of the Mage, the Barrier Peaks, Crystalline Mountains and Jotens, the Clatspur Range and Yatil Mountains, the Hellfurnaces) and even a "Use Pleistocene Conditions Encounter Table" (Sulhaut Mountains).

Did you envision these as the WoGH's "Lost World" type areas (particularly the Sulhauts)? I noticed they were fairly spread out on the map so it could also have been simply considering the Cavemen as a less developed subset of humans. Also, did any of the OC's in your campaign ever encounter their Neanderthal brethren or any Pleistocene creatures in the WoGH proper (not, for instance, in *Isle of the Ape*)?

Gray Mouser

gizmo33

Tuesday, 5th July, 2005, 09:19 PM

Quote:

Originally Posted by dcas

*Of course, if one really wants to get into the Law of Gravity then it is the time (not the distance) of one's fall that should dictate the damage taken, since velocity is a function of time ($v = 32t$). I think a simple method could be 1 point of damage per foot for the first 20 feet, two points of damage per foot for the next 50 feet, and 3 points per foot for the next 80 feet. (It only takes about 3 seconds to fall 150 feet.) A character falling 15 feet would take 15 points of damage; one falling 50 feet would take $20 + 60 (30 * 2) = 80$ points of damage; one falling 100 feet would take $20 + 100 (50 * 2) + 90 (30 * 3) = 210$ points of damage. One might allow a saving throw for 1/2 damage. ;) Anything over 150 feet would result in automatic death (barring really extraordinary circumstances).*

It doesn't matter how far you've fallen, it matters how fast you're going when you hit the ground. Because velocity increase is linear, it means that a damage system tied to velocity ought to be linear as well. In the original system of 1d6/10 ft, the damage increased faster than linear with respect to time - ie. faster than gravity as it was. A munchkin would have physics on his side when arguing against the original 1d6/10 ft system as being too much damage! The "exponential" system is even more of a departure from the actual physics of a fallen body. The distance fallen (increasing exponentially) is not relevant to the force of striking the ground.

But the implication of either system is that damage is proportional to force - which IMO is probably not the case. To keep things simple, I don't see anything wrong with a damage system based on distance fallen - whether it is linear or exponential. The point is that neither system "correctly understands" the physics of $v=at$.

orsal

Tuesday, 5th July, 2005, 09:49 PM

Quote:

Originally Posted by gizmo33

It doesn't matter how far you've fallen, it matters how fast you're going when you hit the ground. Because velocity increase is linear, it means that a damage system tied to velocity ought to be linear as well.

dcas' point is that velocity is linear with respect to time, but not with respect to distance. Since distance is quadratic (faster than linear) with respect to time, that means time (and therefore velocity) only increases with the square root of distance, somewhat "less" than linear.

Quote:

Originally Posted by gizmo33

The "exponential" system is even more of a departure from the actual physics of a fallen body. The distance fallen (increasing exponentially) is not relevant to the force of striking the ground.

How did exponential growth come into this? Distance isn't exponential in any quantity I can think of. It's quadratic (more than linear but much less than exponential) in time.

gizmo33

Tuesday, 5th July, 2005, 10:37 PM

Quote:

*Originally Posted by **orsal***

dcas' point is that velocity is linear with respect to time, but not with respect to distance. Since distance is quadratic (faster than linear) with respect to time, that means time (and therefore velocity) only increases with the square root of distance, somewhat "less" than linear.

Actually, DCAS' pointed seem to be to propose a falling damage system - which was the subject of my post. The bottom line is that DCAS's system IS NOT a linear system, it proposes a non-linear increase in damage based on distance fallen (which is compounded by the non-linear relationship of distance to time, as you point out). I agree with what you're saying above about the relationship of distance to velocity - but this seems to have played no part in the final falling damage system that he proposed. Look at the numbers - you take 15 pts of damage for hitting the ground at 31 ft/sec, and you take 80 pts of damage for hitting the ground at 56 ft/sec.

(BTW - I put "quotes" around the exponential - call it quadratic or whatever you want. Regardless, what DCAS proposes is not anything close to a linear relationship of damage with respect to time - which I'm not sure was his intention but the proximity of the physics to the rule proposal implied some relationship between the two.)

RFisher

Tuesday, 5th July, 2005, 10:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

but having armor is usual in REH's tales, save for Conan and a few other of the lesser protagonists, and the Barbarian class covers that pretty handily.

Admittedly I've only read half of REH's tales so far, but didn't Conan always use the best armor available to him?

orsal

Tuesday, 5th July, 2005, 11:08 PM

Quote:

*Originally Posted by **gizmo33***

Actually, DCAS' pointed seem to be to propose a falling damage system - which was the subject of my post. The bottom line is that DCAS's system IS NOT a linear system, it proposes a non-linear increase in damage based on distance fallen (which is compounded by the non-linear relationship of distance to time, as you point out). I agree with what you're saying above about the relationship of distance to velocity - but this seems to have played no part in the final falling damage system that he proposed. Look at the numbers - you take 15 pts of damage for hitting the ground at 31 ft/sec, and you take 80 pts of damage for hitting the ground at 56 ft/sec.

Oops! I missed the "per foot" part of his proposal. If instead of multiplying at the end by distance he multiplied by some constant (or some fixed random range, such as 1d6), it would fit the physics. Assuming that damage is proportional to final speed, it should be proportional to the square root of the distance fallen.

Oh, and just to return this thread to its intended topic:

Gary, if you were writing the AD&D core rules all over again, is there anything you'd change?

Yeoman99

Wednesday, 6th July, 2005, 12:14 AM

[QUOTE=Col_Pladoh]As an amateur historian of Anglo-Saxon england, one who favors Wessex, the Cornwell novel sounds interesting, and I will probably pick it up.

Heh, even the qualified histrorians would have to support Wessex - but then that's my birthplace....

My eldest son came in minus half a front tooth the other day having "fallen out of a tree". An ear to the ground revealed that a certain over-enthusiastic knight bested him with a trusty wooden broadsword!
How little times change sometimes:)

Have recently been assigned to doghouse for filling his head with nonsense:D

Solution appears to be more intensive dice-work to focus his energy. Result!:lol:

A'koss

Wednesday, 6th July, 2005, 01:41 AM

Quote:

*Originally Posted by **dcas***

Anything over 150 feet would result in automatic death (barring really extraordinary circumstances).

Of course, you could add a little believability into your game and just say any fall of 40' or greater is automatically lethal unless you land on a forgiving surface or can slow your decent somehow (as it is IRL... actually 30' is generally considered the cutoff point, but I'll be a little generous here. :p). Anything between 10 and 40' you can just say inflicts 3xft fallen % of your total hp in damage... Save for 1/2). There, and I got it to sound somewhat 1st eddish too!

Cheers!

A'koss.

Gentlegamer

Wednesday, 6th July, 2005, 02:14 AM

Quote:

*Originally Posted by **RFisher***

Admittedly I've only read half of REH's tales so far, but didn't Conan always use the best armor available to him?

Later in Conan's career, when he had become more civilized, he took to wearing armor, even heavy plate armor (as King of Aquilonia). If you are reading the collected Conan stories published recently, remember, they are arranged by order of publication which is definitely not the chronological order of Conan's life.

dcas

Wednesday, 6th July, 2005, 04:19 AM

Quote:

*Originally Posted by **gizmo33***

Actually, DCAS' pointed seem to be to propose a falling damage system - which was the subject of my post. The bottom line is that DCAS's system IS NOT a linear system, it proposes a non-linear increase in damage based on distance fallen (which is compounded by the non-linear relationship of distance to time, as you point out).

No no. :) I was simply using numbers (20, 50, 80) that are easier to remember than 16, 48, and 80. In the first second of fall one falls approximately 16 feet (distance $\sim 16 \cdot t^2$), the second second 48 feet, and the third second 80 feet. One has a velocity of 32ft/sec. in the first second of fall, 64 in the 2nd, 96 in the third, etc. I know my system doesn't model the real physics exactly. I didn't want to make the calculations too heavy. Of course one could determine the exact velocity from the distance fallen. But who has time to do this at the gaming table? I wouldn't want to extract a square root at the table (that is, unless I could do it in my head). I suppose one might create a table that listed distance in increments of 10 feet, along with velocity, and then approximate damage from that. For example

10 feet ==> $t \sim 0.8$ ==> $v \sim 25.3$ ft/sec.

20 feet ==> $t \sim 1.1$ ==> $v \sim 35.8$ ft/sec.

IOW one wouldn't take much more damage from falling 20 feet than falling 10 feet.

30 feet ==> $t \sim 1.4$ ==> $v \sim 43.8$ ft./sec.

40 feet ==> $t \sim 1.6$ ==> $v \sim 50.6$ ft./sec.

Falling 40 feet would cause about twice as much damage as falling 10 feet. And falling 160 feet would cause four times the damage. Oof!

Yes, I guess my proposed system did a poor job of estimating. Oh well. I didn't really think about it too much when I came up with it (this afternoon). :) Sorry. In this light I would argue that the first ten feet cause approx. 3 points of damage, the next 30 about 1 point each, and anything over 40 is automatic death. I would be inclined to give the first 10 feet "free," then have 3 points per foot from 10 to 20, and 1 point per foot from 20 to 50. ::shrugs::

WyzardWhately

Wednesday, 6th July, 2005, 05:28 PM

Two things.

1. Someone mentioned, about a page back, stories available from Google Groups about the ToH & ToEE. I can't seem to find those. Can anyone link me?

2. This joke about the Ultimist class keeps getting mentioned. I hate being left out of in-jokes. Is there anywhere that I can see the text of this 'zine or whatever it was? I'm curious. Also, none of my companions will have heard of it, and I can play the joke on them.

Gentlegamer

Wednesday, 6th July, 2005, 05:58 PM

The Ultimist class was published as a satire piece in Polyhedron about twenty years ago.

WyzardWhately

Wednesday, 6th July, 2005, 08:11 PM

Yeah, I know that. I was wondering if it's scanned in anywhere on the web, or if someone has it as a file.

I don't have so much seniority that I can dig into a box in the closet and find such things, you see.

RFisher

Wednesday, 6th July, 2005, 08:39 PM

Quote:

*Originally Posted by **A'koss***

Of course, you could add a little believability into your game and just say any fall of 40' or greater is automatically lethal unless you land on a forgiving surface or can slow your decent somehow (as it is IRL.... actually 30' is generally considered the cutoff point, but I'll be a little generous here. :p).

Yeah. I've been thinking for a while that falls shouldn't affect hp. I've been thinking some kind of actual injury (broken leg/arm--with lack of use of the affected limb--or even death) would be better. With some sort of saving throw.

Quote:

*Originally Posted by **Gentlegamer***

If you are reading the collected Conan stories published recently, remember, they are arranged by order of publication which is definitely not the chronological order of Conan's life.

I've got the Fantasy Masterwork duo that are arranged in "life" order instead of "published" order. (I would have preferred published order.)

Col_Pladoh

Wednesday, 6th July, 2005, 08:49 PM

Quote:

*Originally Posted by **Dannyalcatraz***

No matter where I lived (I was an army brat), our mock-combats used ranged weapons almost exclusively. In Tacoma, Washington, it was little rocks (!); in Stuttgart, Germany, it was Horse Chestnuts, either stripped of their outer casing, or with spikes intact (!!); and in Dallas, Texas, it was "spear grass"- a plant about 6-14" tall that, when plucked, had a hard, dart-like root-ball that if thrown, could draw blood at ranges up to 25'.

We were nuts.

Indeed, a sort of "spear grass" grows around here, has characteristics as you note, and served as a close-range missile weapon in rock fights. The horse chestnuts here aren't nearly as fine a missile as are green walnuts, those being larger and heavier, but the kids nowadays can't find much countryside with such trees so as to engage in throwing them at each other :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 08:51 PM

Quote:

*Originally Posted by **gideon_thorne***

Horse mounted combat with saber vs lance more or less comprised my 'teen' years. :cool:

Certs!

None doubt that claim, I am sure...

:uhoh:
Gary

gideon_thorne

Wednesday, 6th July, 2005, 08:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

Certs!

None doubt that claim, I am sure...

*:uhoh:
Gary*

I can show you video. ;) Reenactor days in California at a lil event we put on at San Pasqual. Dragoon's vs Mexican Lancers.

Col_Pladoh

Wednesday, 6th July, 2005, 08:53 PM

Quote:

*Originally Posted by **Gentlegamer***

Since in the discussions you remember you and others pointed out how much you didn't like "old" D&D and had left the game and only "returned" for "3e," I can't help but point out (by way of clarification) that "3e" and "3.5e" are not D&D, but part of the d20 System rules set. I don't understand why it upsets you so much.

Quite so!

New D&D is a different game than were D&D and AD&D in their various editions.

Cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 09:04 PM

Quote:

Originally Posted by **Patryn of Elvenshae**

...
...

So, when you weren't DMing D&D (in whatever flavor your preference at the time was), what other games did you or your gaming group prefer to run? And, if you've got more than a couple moments, what was it about those systems you particularly enjoyed?

Speaking for me...

I was always happy to play just about any RPG someone else was GMing. My favorite was *Metamorphosis Alpha*, as I love the mix of whimsy and menace embroidered into the science fantasy basis. Of course I played every one of the other RPGs TSR published, and enjoyed them all, especially *Boot Hill*. My son Luke ran a brief campaign of *Top Secret*, but quit as the game wasn't properly supported. We also played *Paranoia*, *Traveller*, and CoC when there was a willing GM.

Frankly, with a good GM, with or without other enthusiastic players, I just love to have at roleplaying--or just about any other game. That's why I don't get involved in computer games or play online, as I'd do nothing else :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 09:10 PM

Quote:

Originally Posted by **Gray Mouser**

...

BTW, I have a question for you regarding the World of Greyhawk setting. I was just perusing the encounter tables in the glossography recently and noticed that a fair amount of them include results for "Men, Cavemen" (areas such as Blackmoor, Sterich, Valley of the Mage, the Barrier Peaks, Crystallist Mountains and Jotens, the Clatspur Range and Yatil Mountains, the Hellfurnaces) and even a "Use Pleistocene Conditions Encounter Table" (Sulhaut Mountains).

Did you envision these as the WoGH's "Lost World" type areas (particularly the Sulhauts)? I noticed they were fairly spread out on the map so it could also have been simply considering the Cavemen as a less developed subset of humans. Also, did any of the OC's in your campaign ever encounter their Neanderthal brethren or any Pleistocene creatures in the WoGH proper (not, for instance, in Isle of the Ape)?

Gray Mouser

Yes, I had the Sulhaut Mountains as the "Lost world" setting in my campaign, although we never did much of anything there as events kept the PCs busy elsewhere. (I wanted to do something fun with the 'Rift as well, but never got there. When I was using the pre-WoG map for my world setting the West Coast of North America was the Pleistocene region inhabited by savage cavemen and their contemporary fauna.

Otherwise, I did consider that subhuman cavemen were a not uncommon peril to encounter in remote wilderness areas;)

Cheers,
Gary

Gary Gygax Q&A, Part IX

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Col_Pladoh

Wednesday, 6th July, 2005, 09:18 PM

Quote:

*Originally Posted by **gizmo33****It doesn't matter how far you've fallen, it matters how fast you're going when you hit the ground. ...*

No, what really matters is that a fall of 10' can be lethal, and one of 30' onto an unyielding surface is deadly about 999 times out of 1,000. It is ludicrous to argue physics in a game based on pure fantasy, is it not?

Thus, I assert with assurance that a falling damage formula of 1d6 cumulative per 10' fallen fits the game system most properly, with a cutoff at 100' even though terminal velocity hasn't been reached. So a fall of 100' earns 1+2+3+4+5+6+7+8+9+10 d6 damage; a mere 55d6 that might all come up as 1s, and a generous DM might allow a saving throw as well to halve damage;)

Cheers, Gary

Col_Pladoh

Wednesday, 6th July, 2005, 09:21 PM

Quote:

*Originally Posted by **RFisher****Admittedly I've only read half of REH's tales so far, but didn't Conan always use the best armor available to him?*

Hmmm...

As I recall Conan was often fighting in little more than a loin cloth and didn't worry much about what armor was around...or favor any particular weapon either.

Cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 09:23 PM

Quote:

*Originally Posted by **orsal***

...

...

Gary, if you were writing the AD&D core rules all over again, is there anything you'd change?

sure!

But it doesn't matter now, does it? :lol:

For how I'd write an FRPG these days, just take a look at the *Legendary Adventure* game :cool:cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 09:28 PM

Quote:

*Originally Posted by **Yeoman99****Heh, even the qualified historians would have to support Wessex - but then that's my birthplace....*

...

If you are near Weston Supermere, drop me an email, and I'll put you in touch with a comrade of mine living there who is looking for other roleplayers:)

ggygax@genevaonline.com

As for the rest, playing knights is good clean fun, even at the expense of a chipped tooth. think of some of the alternative mischief that the lad could be up to these days :eek:

Cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 09:30 PM

Quote:

*Originally Posted by **Gentlegamer***

The Ultimist class was published as a satire piece in Polyhedron about twenty years ago.

That might be so, I don't know, but if so it was a reprint from *The Strategic Preview*, a freebie house zine we used to print up on the company copy machine and distribute to mail order and shop customers. I think only three or four were ever published. Dave sutherland did most if not all of the illustrations for the zine.

Cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 09:33 PM

Quote:

*Originally Posted by **WyzardWhately***

Yeah, I know that. I was wondering if it's scanned in anywhere on the web, or if someone has it as a file.

I don't have so much seniority that I can dig into a box in the closet and find such things, you see.

Paul Stromberg is the one fellow I can think of that might have such information at his fingertips.

Sadly, my copies are long lost...

Cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 09:35 PM

Quote:

*Originally Posted by **gideon_thorne***

I can show you video. :) Reenactor days in California at a lil event we put on at San Pasqual. Dragoon's vs Mexican Lancers.

Pish!

Reinacting isn't the same thing as was being discussed now, is it?

:p
Gary

gideon_thorne

Wednesday, 6th July, 2005, 09:38 PM

Quote:

*Originally Posted by **Col_Pladoh***

Pish!

Reinacting isn't the same thing as was being discussed now, is it?

:p
Gary

Why not? I came out with the same number of bruises, stab wounds, powder burns, bludgeons and horse tramlings methinks. :)

Jyrdan Fairblade

Wednesday, 6th July, 2005, 09:39 PM

Salutations again!

In the spirit of procrastination, I've got a two questions, if you've the time, one from the past and one for the present:

Regarding the TSR D&D ampersand (the fire-breathing dragon), do you know who created it? I just got a tattoo of it and figure that I should know the provenance of it.

I just finished reading the Legendary Adventure Essentials boxed set, and am reading the Gazetteer. Judging from the LA Essentials set, it seems to be relatively difficult for most of the Alfar to qualify for an order. Now, since orders represent in part archetypes, is it safe to say that the Alfar races function as archetypes, in lieu of orders? Kind-of like the OD&D dwarf, elf, and halfling races?

Col_Pladoh

Wednesday, 6th July, 2005, 09:51 PM

Quote:

*Originally Posted by **gideon_thorne***

Why not? I came out with the same number of bruises, stab wounds, powder burns, bludgeons and horse trappings methinks. :)

Maybe adult supervision?

What do you think?

Cheers,
Gary

gideon_thorne

Wednesday, 6th July, 2005, 09:57 PM

chuckles Any answer to that is going to be highly subjective and open to definition. :lol:

Quote:

*Originally Posted by **Col_Pladoh***

Maybe adult supervision?

What do you think?

*Cheers,
Gary*

Col_Pladoh

Wednesday, 6th July, 2005, 09:59 PM

Quote:

*Originally Posted by **Jyrdan Fairblade***

Salutations again!

In the spirit of procrastination, I've got a two questions, if you've the time, one from the past and one for the present:

Regarding the TSR D&D ampersand (the fire-breathing dragon), do you know who created it? I just got a tattoo of it and figure that I should know the provenance of it.

Good Day:)

The design was done by a professional advertising firm at the behest of Kevin Blume as nearly as I can recall.

Quote:

I just finished reading the Legendary Adventure Essentials boxed set, and am reading the Gazetteer. Judging from the LA Essentials set, it seems to be relatively difficult for most of the Alfar to qualify for an order. Now, since orders represent in part archetypes, is it safe to say that the Alfar races function as archetypes, in lieu of orders? Kind-of like the OD&D dwarf, elf, and halfling races?

Possibly, but i consider the Orders more of a human archetype, vocations and professions recognized as such by the dominant human societies of Learth. So the La game's archetypes are that, but practically more akin to professional and vocational societies, guilds, brotherhoods, and fraternal organizations. thus one gets the archetype and a practical game application of having same ;)

Cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 10:02 PM

Quote:

*Originally Posted by **gideon_thorne***

**chuckles* Any answer to that is going to be highly subjective and open to definition. :lol:*

Come, come!

It is axiomatic that liberals must always engage only in supervised play activities--and thus the current vogue in some quarters of "play dates" for

their progeny...

Wiggle out of that :lol:

Heh,
Gary

gideon_thorne

Wednesday, 6th July, 2005, 10:09 PM

Well, you need to chime in with what defines an 'adult'. And certainly 'supervision' needs a look at in this context. Our group had members of many ages, but since even the SCA thought we were as crazy as a June bug the precise definition of 'adult' might need some interpretation.

And since my chronological growing years were relatively unsupervised, and strangely enough mostly free of me getting in trouble, I'd say I transcend such definitions. :D

Im an expert wiggler. :)

Quote:

*Originally Posted by **Col_Pladoh***

Come, come!

It is axiomatic that liberals must always engage only in supervised play activities--and thus the current vogue in some quarters of "play dates" for their progeny...

Wiggle out of that :lol:

*Heh,
Gary*

Gentlegamer

Wednesday, 6th July, 2005, 10:31 PM

Quote:

*Originally Posted by **Col_Pladoh***

That might be so, I don't know, but if so it was a reprint from The Strategic Preview, a freebie house zine we used to print up on the company copy machine and distribute to mail order and shop customers. I think only three or four were ever published. Dave sutherland did most if not all of the illustrations for the zine.

*Cheers,
Gary*

I've never seen the article myself, but I remember Skip Williams giving this info on the origin of the class when eager players asked for "official rules clarifications" on it in the Sage Advice column. :)

Col_Pladoh

Wednesday, 6th July, 2005, 11:15 PM

Quote:

*Originally Posted by **gideon_thorne***

...

Im an expert wiggler. :)

That depends on what the definition of "expert" is...

Actually, I agree, and give you a tip of the hat, especially for the comments regarding "adult," for all gamers at least know that's a highly subjective term in regards to attitudes and behavior.

Cheers,
Gary

Col_Pladoh

Wednesday, 6th July, 2005, 11:18 PM

Quote:

*Originally Posted by **Gentlegamer***

I've never seen the article myself, but I remeber Skip Williams giving this info on the origin of the class when eager players asked for "official rules clarifications" on it in the Sage Advice column. :)

Skip's information notwithstanding, there was no *Polyhedron* when I created the spook character class, and I don't think he was out of high school at the time, nor even thinking about working for TSR :eek:

Heh,
Gary

gideon_thorne

Wednesday, 6th July, 2005, 11:40 PM

grinz An expert: An "X" is an unknown factor and a 'spert' is a drip under pressure. :D

Quote:

Originally Posted by **Col_Pladoh**

That depends on what the definition of "expert" is...

Col_Pladoh

Wednesday, 6th July, 2005, 11:45 PM

Quote:

Originally Posted by **gideon_thorne**

**grinz* An expert: An "X" is an unknown factor and a 'spert' is a drip under pressure. :D*

Well....maybe?

Cheers,
Gary

gideon_thorne

Wednesday, 6th July, 2005, 11:51 PM

And thank you kindly sir!. And you do realise this makes the third time you have agreed with me? Makes one almost believe in miracles? ;)

Quote:

Originally Posted by **Col_Pladoh**

Actually, I agree, and give you a tip of the hat, especially for the comments regarding "adult," for all gamers at least know that's a highly subjective term in regards to attitudes and behavior.

*Cheers,
Gary*



Gary Gygax Q&A, Part IX

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VirgilCaine

Thursday, 7th July, 2005, 12:19 AM

Most Honored Colonel:

What is the significance of the optional "Nessus Shirt Company" tag in the Cloak of Poisonousness in the 1e DMG?

Thanks.

Patryn of Elvenshae

Thursday, 7th July, 2005, 12:43 AM

Quote:

*Originally Posted by **VirgilCaine***

Most Honored Colonel:

What is the significance of the optional "Nessus Shirt Company" tag in the Cloak of Poisonousness in the 1e DMG?

Thanks.

Ooh! I got that one!

<http://www.mlahanas.de/Greeks/Mythology/Nessus.html>

ScottyG

Thursday, 7th July, 2005, 01:08 AM

There's a link to the Ultimist class here:

<http://doomsdaygames.proboards3.com/...ead=1120619942>

Scott

VirgilCaine

Thursday, 7th July, 2005, 01:42 AM

Quote:

*Originally Posted by **Patryn of Elvenshae***

Ooh! I got that one!

<http://www.mlahanas.de/Greeks/Mythology/Nessus.html>

Ah. I understand now.

Steverooo

Thursday, 7th July, 2005, 09:38 AM

Quote:

*Originally Posted by **Col_Pladoh***

For how I'd write an FRPG these days, just take a look at the [Lejendary Adventure game](#)

:p :p :p

Gentlegamer

Thursday, 7th July, 2005, 12:59 PM

Quote:

*Originally Posted by **ScottyG***

There's a link to the Ultimist class here:

<http://doomsdaygames.proboards3.com/...ead=1120619942>

Scott

It would seem that d20 Fantasy can indeed make the claim of being old school in that it provides the means to basically create Ultimist PCs . . .

:p

Col_Pladoh

Thursday, 7th July, 2005, 03:08 PM

Quote:

*Originally Posted by **VirgilCaine***

Ah. I understand now.

Heh...

So would you care to spend the night free of charge at Procrustes' Inn?

Heh,
Gary

Col_Pladoh

Thursday, 7th July, 2005, 03:09 PM

Quote:

*Originally Posted by **Steverooo***

:p :p :p

Some folks just don't handle the truth well :uhoh:

Cheers,
Gary

Orius

Thursday, 7th July, 2005, 09:52 PM

I recently skimmed through the original D&D rules recently, and I have to say what grabbed my attention wasn't what changed over the last 30 years, but rather how much of the original game is still a part of the game in some form. Changes seem to consist more of things that have been added rather than things that have been radically altered (with a few exceptions here and there).

I also think that the flavor of the game is partially a matter of who's DMing it. I seriously doubt any 2 DMs out there run the game in exactly the same way.

Even though I prefer to run 3e rules, I do not run an "anything goes" type of campaign. The half-dragon/half-vampire character mentioned earlier in this thread would almost certainly be disallowed in my games. I'm not really all that fond of lots of different subraces for that matter; I prefer keeping choices limited to the PHB in a general sort of campaign (and there's plenty of choices there for the players). A lot of DMs complain about how there's too many options that make PCs too powerful; I'd say those DMs have to learn how to say "NO" to material that's meant to be optional (and this isn't a 3e matter only, there were lots of similar complaints back in the 2e days as well).

haakon1

Thursday, 7th July, 2005, 10:10 PM

D&D Movie

[QUOTE=Mighty Veil]I find myself watching the D&D movie on TV. Never watched it before. Half-way through I can honestly say this. I wish I had woke up earlier to catch "Man Who Would Be King" instead. Awful movie. [QUOTE]

Yeah, there was some painful stuff in there.

Best D&Desque movie: LOTR, 13th Warrior, Willow, Braveheart, Conan the Barbarian, or "other" (Adventures of Robin Hood, Princess Bride, Holy Grail, etc.)?

They're all great, but I think 13th Warrior is closest to a D&D adventure, at least as I like to play it.

haakon1

Thursday, 7th July, 2005, 10:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

TSR got into trouble when it stopped serving the needs of its consumer base. In 1982 it made over \$16 million gross, with about 25% of that pre-tax profit, and long term debt was about \$1 million--easily payable with an average month's receipts. at that time DRAGON was not making any profit. GenCon paid for itself, but dislocated production for a week or two. Adventure modules were profitable SKUs.

Fascinating . . .

I'm guessing part of the problem (with why we don't get modules anymore from WOTC, just "crunch" and other useless crud) is that they are thinking the 2nd Edition financial model. That was all about "add-ons" to the operating system of the game (Complete Book of Postal Employees) and about lots and lots of settings (Birthright 37th Age!). Trouble is, that stuff divides the small audience into tiny shards, instead of getting us all to buy and play Hommlett.

haakon1

Thursday, 7th July, 2005, 10:47 PM

Editions

Quote:

Originally Posted by **Dannyalcatraz**

Was 1Ed AD&D perfect? No. Was 2Ed? Nope. 3/3.5? Not even close.

Everybody has their own opinion, probably largely based on the happy times when they were playing it. Whatever edition, it's all D&D to me . . . which means fun!

My unasked for opinion:

AD&D: A perfect game if you knew to ignore the dumb stuff like Weapon Speed Factors, but people wanted something new.

2nd Edition: Nice idea in reorganizing the AD&D books, shame about wimping out on deleting half-orcs and assassins, etc. My least favorite.

3rd Edition: Wow, really cool in integrating the rules into one consistent rule set, but it's true it's overly complex. Also annoying to learn new rules when you had all the AD&D ones memorized. (Price of a longsword, duh 15 gp -- wait, was it 25 gp? See, I'm starting to forget!) Shame about how it becomes unplayable at about 12-15th level.

3.5: Marginal improvement on 3.0.

Col_Pladoh

Thursday, 7th July, 2005, 10:51 PM

Quote:

Originally Posted by **haakon1**

Fascinating . . .

I'm guessing part of the problem (with why we don't get modules anymore from WOTC, just "crunch" and other useless crud) is that they are thinking the 2nd Edition financial model. That was all about "add-ons" to the operating system of the game (Complete Book of Postal Employees) and about lots and lots of settings (Birthright 37th Age!). Trouble is, that stuff divides the small audience into tiny shards, instead of getting us all to buy and play Hommlett.

What can I say?

My manner of operating TSR differed radically from that of the Blume brothers who took over management of the company and ran it into the ground. Then Lorraine Williams directed things so that it was, to the best of my knowledge, at least over \$30 million in debt when WotC acquired TSR. I do believe that the method of doing business by Wizards is not one that best serves the D&D game audience or the game itself, but time will tell.

haakon1

Thursday, 7th July, 2005, 11:19 PM

Quote:

Originally Posted by **Col_Pladoh**

In new D&D arriving at that level takes a mere few months, and that PC is nothing compared to the half-dragon/half-vampire multi-prestige class one that the kid next door stomps around the campaign world with :lol:

I hate that stuff too, but that's why it's good to be the DM. In my 3.5 campaigns, everyone is the normal races, with two exceptions: a centaur and a lizard man, both "AD&D approved" races in Rogues Gallery. I'd allow near-human stuff like a selkie or an ogre, but never something dumb . . . and half-anything but orc or elf strikes me as dumb.

Oh, and no "spikey" armor. The armor illustration in the 3e PHB kept me from playing for like an extra 6 months. My Osprey books provide armor illustrations, if I ever need them.

My point, other than blathering on, is that: the DM is still in charge in an edition, and can make it right. Some might argue their edition is already right, but that's up to the DM to decide.

ColonelHardisson

Friday, 8th July, 2005, 12:42 AM

Quote:

Originally Posted by **haakon1**

Oh, and no "spikey" armor. The armor illustration in the 3e PHB kept me from playing for like an extra 6 months. My Osprey books provide armor illustrations, if I ever need them.

Hey, it gives giants some mighty sore hands when they grab a PC!

Dannyalcatraz

Friday, 8th July, 2005, 12:44 AM

"We're being chased by fire giants!"

"Throw the spikey-armored halflings, gnomes and dwarves off the back of the cart...that'll slow 'em down!"

ColonelHardisson

Friday, 8th July, 2005, 12:45 AM

Quote:

Originally Posted by **Dannyalcatraz**

"We're being chased by fire giants!"

"Throw the spikey-armored halflings, gnomes and dwarves off the back of the cart...that'll slow 'em down!"

See? Sounds like a plan to me!

Zudrak

Friday, 8th July, 2005, 03:34 AM

Quote:

Originally Posted by **haakon1**

My point, other than blathering on, is that: the DM is still in charge in an edition, and can make it right. Some might argue their edition is already right, but that's up to the DM to decide.

From the 1st edition PHB, p.8:

"Rules not understood should have appropriate questions directed to the publisher; disputes with the Dungeon Master are another matter entirely. THE REFEREE IS THE FINAL ARBITER OF ALL AFFAIRS OF HIS OR HER CAMPAIGN."

That should have been repeated verbatim in 3.Xe. Too many players have become rules lawyers and want to quote books at the table rather than roleplay -- when it's a roleplaying game to begin with. If someone wants to quote books all day, they should join a Shakespearean fan club. There has been a shift of power at the gaming table that could have been avoided by keeping those two above sentences in the PHB. DM's have to do a lot and becoming targets for player abuse (both in the game and of the game) should not be one of the challenges.

[Edit: I should have mentioned that the caps were in the book and not added by me for emphasis.]

BOZ

Friday, 8th July, 2005, 07:31 AM

Quote:

Originally Posted by **Dannyalcatraz**

"We're being chased by fire giants!"

"Throw the spikey-armored halflings, gnomes and dwarves off the back of the cart...that'll slow 'em down!"

caltrops, yay! :)

Col_Pladoh

Friday, 8th July, 2005, 07:13 PM

Quote:

Originally Posted by **BOZ**

caltrops, yay! :)

Spiked armor...bah!

Actually, the Romans did actually use spiked armor when fighting the Carthaginians at Zama. They armed light footmen with axes, clad them in spiked armor, so that the elephants they were to hamstring would not use their trunks to grab them. This battle is as well the only one I know of in which the Romans used chariots as a war weapon, having lancers in them to attack the enemy elephants.

Cheers,
Gary

Patryn of Elvenshae

Friday, 8th July, 2005, 07:24 PM

So, what I'm seeing there, is that spikey armor is a historical evolution to combat larger-than-average foes that have a tendency to pick up human-sized foes? :)

I never knew that - but it's an interesting bit of ammo to have the next time someone complains about "dungeonpunk." :D

Thanks for that - and for your answer to my earlier question, Gary!

Col_Pladoh

Friday, 8th July, 2005, 08:20 PM

Quote:

*Originally Posted by **Patryn of Elvenshae****So, what I'm seeing there, is that spikey armor is a historical evolution to combat larger-than-average foes that have a tendency to pick up human-sized foes? :)**I never knew that - but it's an interesting bit of ammo to have the next time someone complains about "dungeonpunk." :D**Thanks for that - and for your answer to my earlier question, Gary!*

Not quite!

Many a force fought elephants and spiked armor was not employed. The gates of Indian fortresses were spiked to prevent elephants from pushing them down, but no spiked armor.

Maybe picked, trained soldiers in a disciplined Roman army could get away with being clad in spiked armor, but elsewhere it is a hazard to wearer and friend alike, especially in any close-quarters environment such as a dungeon. Worse still would be in a wooden building or a forest.

In my considered opinion, spiked armor is the worst sort of dungeonpunk, worse than multi-buckled designer leather costuming passing for armor :lol:

Cheers,
Gary

oldschooler

Saturday, 9th July, 2005, 12:11 AM

Quote:

*Originally Posted by **Zudrak****From the 1st edition PHB, p.8:**"Rules not understood should have appropriate questions directed to the publisher; disputes with the Dungeon Master are another matter entirely. THE REFEREE IS THE FINAL ARBITER OF ALL AFFAIRS OF HIS OR HER CAMPAIGN."**That should have been repeated verbatim in 3.Xe. Too many players have become rules lawyers and want to quote books at the table rather than roleplay -- when it's a roleplaying game to begin with. If someone wants to quote books all day, they should join a Shakespearean fan club. There has been a shift of power at the gaming table that could have been avoided by keeping those two above sentences in the PHB. DM's have to do a lot and becoming targets for player abuse (both in the game and of the game) should not be one of the challenges.*

AMEN!

Col_Pladoh

Saturday, 9th July, 2005, 12:16 AM

A heads up:

Harold Johnson is having a memorial gathering at 6 PM (it has just begun) for Dave Sutherland at the Cactus Club here in Lake Geneva--the same place where one was held in memory of Dave Dimery who was in charge of TSR's advertising during the heyday of the company.

Anyway, do whatever you think appropriate in Dave Sutherland's memory. I am heading there in a couple of minutes :(

Salut!
Gary

Geoffrey

Saturday, 9th July, 2005, 12:22 AM

Gary, I remember you saying that while you greatly enjoyed playing Metamorphosis Alpha, you felt that Gamma World was somehow lacking. I

played 1st edition Gamma World quite a bit back in the early 1980s, but I never played Metamorphosis Alpha (though I own it and have perused it). After comparing the two games, it seems that they are virtually the same except that MA is set in a starship and GW is set on planet Earth.

What is it about Gamma World that you find lacking as compared to Metamorphosis Alpha?

Gentlegamer

Saturday, 9th July, 2005, 12:30 AM

Quote:

*Originally Posted by **Col_Pladoh***

A heads up:

Harold Johnson is having a memorial gathering at 6 PM (it has just begun) for Dave Sutherland at the Cactus Club here in Lake Geneva--the same place where one was held in memory of Dave Dimery who was in charge of TSR's advertising during the heyday of the company.

Anyway, do whatever you think appropriate in Dave Sutherland's memory. I am heading there in a couple of minutes :(

Salut!
Gary

Dave Sutherland has gone home . . .

Steverooo

Saturday, 9th July, 2005, 12:06 PM

Quote:

*Originally Posted by **Col_Pladoh***

Some folks just don't handle the truth well :uhoh:

Cheers,
Gary

I agree; you don't! :D

Aelrynth

Saturday, 9th July, 2005, 12:18 PM

Mr Gygax, a little history help if you will...

The rakshasa in the original Monster Manual can be killed instantly by a shot from a blessed crossbow bolt. Assuming this is based on historical Indian mythology, where did you find this weakness? It seems the original Ramayana story line has Rama using an arrow or spear to kill Ravenna, and I know someone who is interested in hearing where you got this particular weakness with crossbows from.

Thank you!

==+Aelrynth

MPA

Saturday, 9th July, 2005, 01:31 PM

Quote:

*Originally Posted by **Aelrynth***

Mr Gygax, a little history help if you will...

The rakshasa in the original Monster Manual can be killed instantly by a shot from a blessed crossbow bolt. Assuming this is based on historical Indian mythology, where did you find this weakness? It seems the original Ramayana story line has Rama using an arrow or spear to kill Ravenna, and I know someone who is interested in hearing where you got this particular weakness with crossbows from.

Thank you!

==+Aelrynth

He answered something along that line sometime ago. The rakshasa was created from a monster in a TV show, and his weakness came from his head alone.

Col_Pladoh

Saturday, 9th July, 2005, 03:05 PM

Quote:

*Originally Posted by **Geoffrey***

Gary, I remember you saying that while you greatly enjoyed playing Metamorphosis Alpha, you felt that Gamma World was somehow lacking. I played 1st edition Gamma World quite a bit back in the early 1980s, but I never played Metamorphosis Alpha (though I own it and have perused it). After comparing the two games, it seems that they are virtually the same except that MA is set in a starship and GW is set on planet Earth.

What is it about Gamma World that you find lacking as compared to Metamorphosis Alpha?

Actually, the rules are different, but so are the latest rules for the MA game.

The "soul" of MA did not translate into the GW game, and the settings are quite different, so that affects overall play.

I must add that I contributed to the GW game, all of the riding beasts therein being of my invention, as is one of the tables of random finds.

About the best I can suggest is for you to actually play MA with an experienced GM...

Cheers,
Gary

Col_Pladoh

Saturday, 9th July, 2005, 03:09 PM

Quote:

*Originally Posted by **Gentlegamer***

Dave Sutherland has gone home . . .

Amen, Brother.

The gathering was quite large, saw a number of people U hadn't talked to in years, and it is likely that a perpetual scholarship fund for an art student will come out of it. Dave would be very pleased :)

Cheers,
Gary

Col_Pladoh

Saturday, 9th July, 2005, 03:11 PM

Quote:

*Originally Posted by **Steverooo***

I agree; you don't! :D

Tell Us O Light of the Ages,

What immutable truths will you deign to impart upon such lowly vessels?

Gary

Col_Pladoh

Saturday, 9th July, 2005, 03:18 PM

Quote:

*Originally Posted by **Aelryinth***

Mr Gygax, a little history help if you will...

The rakshasa in the original Monster Manual can be killed instantly by a shot from a blessed crossbow bolt. Assuming this is based on historical Indian mythology, where did you find this weakness? It seems the original Ramayana story line has Rama using an arrow or spear to kill Ravenna, and I know someone who is interested in hearing where you got this particular weakness with crossbows from.

Thank you!

==+Aelryinth

Heh...

That was covered earlier, here I think, although it might have been on another board. No Matter.

I was a fan of *Kolchack, the Night Stalker*, when it first aired, and sure enough they had a rakshasa as a monstrous evil on that show. I liked the idea of the demon being destroyed by a blessed wooden crossbow bolt, that being akin to the stake through a vampire's heart, so I went with that in the MM.

Nowadays I'd be less prone to allowing so easy an answer to the threat of a rakshasa, although not many adventuring parties are equipped with a crossbow and blessed bolts.

Cheers,
Gary

scadgrad

Saturday, 9th July, 2005, 05:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

That was covered earlier, here I think, although it might have been on another board. No Matter.

I was a fan of Kolchack, the Night Stalker, when it first aired, and sure enough they had a rakshasa as a monstrous evil on that show. I liked the idea of the demon being destroyed by a blessed wooden crossbow bolt, that being akin to the stake through a vampire's heart, so I went with that in the MM.

Nowadays I'd be less prone to allowing so easy an answer to the threat of a rakshasa, although not many adventuring parties are equipped with a crossbow and blessed bolts.

Cheers,
Gary

Gary,

Wow, yet another Night Stalker fan. Man I remember that being one of the only shows that actually frightened me as a kid. I thought the Rakshasa and the Doppelganger episodes were both truly frightening. Of course, were I to see them today, I'd probably not think so much of them; the lens of nostalgia and all that.

Care to comment on how Castle Zagyg is progressing at this point?

SpiderMonkey

Saturday, 9th July, 2005, 06:16 PM

This isn't so much a question or a game-related comment as much as it is an opportunity to say thank you, Gary. I picked D&D up when I was younger, and it opened up a lot of doors for me, particularly with reading and history. I'm now studying English Pedagogy at the Masters level, and I suspect that if it weren't for D&D, I might not have gotten interested in reading and writing at all. I still play whenever possible, and it has probably been one of the more defining aspects of my life for the past 18 years. So thank you, for that and for things like this thread; it's an unusual and welcome gesture from an industry personality of any sort, let alone the progenitor of an entire genre!

So...er...how 'bout 'dem Packers? :P

Col_Pladoh

Saturday, 9th July, 2005, 10:42 PM

Quote:

*Originally Posted by **scadgrad***

Gary,

Wow, yet another Night Stalker fan. Man I remember that being one of the only shows that actually frightened me as a kid. I thought the Rakshasa and the Doppelganger episodes were both truly frightening. Of course, were I to see them today, I'd probably not think so much of them; the lens of nostalgia and all that.

Care to comment on how Castle Zagyg is progressing at this point?

As a lad I was terrified by the events depicted in *She*, the *Return of Frankenstein*, and the old *Ghost of Dracula* films--that I snuck away to see. When I walked home on a winter's night after seeing *The Thing*, I was keeping well away from the darkly shadowed bushes along my route :heh:

As for the CZ project, the Yggsburgh maps are all done, and the Trolls plan to have it for a GenCon release. I have not been sufficiently well to work the long hours necessary to do the castle and dungeon levels, though. that project will demand long daily hours of intense concentration that I am not yet up to managing.

Cheers,
Gary

Col_Pladoh

Saturday, 9th July, 2005, 10:52 PM

Quote:

*Originally Posted by **SpiderMonkey***

This isn't so much a question or a game-related comment as much as it is an opportunity to say thank you, Gary. I picked D&D up when I was younger, and it opened up a lot of doors for me, particularly with reading and history. I'm now studying English Pedagogy at the Masters level, and I suspect that if it weren't for D&D, I might not have gotten interested in reading and writing at all. I still play whenever possible, and it has probably been one of the more defining aspects of my life for the past 18 years. So thank you, for that and for things like this thread; it's an unusual and welcome gesture from an industry personality of any sort, let alone the progenitor of an entire genre!

So...er...how 'bout 'dem Packers? :P

Your kind words are greatly appreciated. It is always heartening to learn how my work aided someone in focusing their potential ;)

As someone born in Chicago, I am a Bears fan first and foremost, and I recall their glory days in the 1940. We lived near Wrigley field where they played then... I have a guilty secret, though:uhoh: I have watched and rooted for the Packers since Bart Starr was the QB, and if the Bears can't make the playoffs, than I am 100% behind the Pack. I am wondering who they can get to step into Favre's shoes, although he might have another few good seasons, he is getting old for a football player.

BTW, having been in Bear's regalia at a Bear-Packer game at Lambeau Field, I was impressed with the general goodwill of the Packer fans after their team really spanked the Bears :eek:

Cheerio,

Orius

Sunday, 10th July, 2005, 03:38 AM

Quote:

Originally Posted by Col_Pladoh

My manner of operating TSR differed radically from that of the Blume brothers who took over management of the company and ran it into the ground. Then Lorraine Williams directed things so that it was, to the best of my knowledge, at least over \$30 million in debt when WotC acquired TSR. I do believe that the method of doing business by Wizards is not one that best serves the D&D game audience or the game itself, but time will tell.

Well, I'm no expert on the marketing of RPG by any stretch of the imagination, but from reading the bits on the background of the various D&D settings that was presented in Dragon 315, I got the impression that TSR spent a great deal of time during the 2e era trying to come up with the next Dragonlance. According to the issue, the original Dragonlance modules and novels were unexpectedly a big hit, and it seems that TSR management wanted another big hit along the same lines. So there were a number of different campaign settings released, each with adventures, expansions, novels and so on. Several people who worked for TSR near the end who later went over to WotC have blamed TSR's bankruptcy on the fact that the different settings essentially fragmented the D&D player base by having too many diverse products but not enough players to support them.

I'm sure TSR's attempt to cash in on the collectable card game fad in the mid 90's with not 1 but 9 different games didn't help either. Their 1996 release schedule had something like two dozen or so splatbooks and adventures for core AD&D, maybe a half a dozen campaign settings each with at least 1 or 2 adventures/expansions/novels being published each month, whatever products (and I think there was at least 3 or 4 of them) they were releasing for Spellfire (TSR's big CCG), several expansion sets for Dragon Dice (their collectible dice game), and probably an assortment of other various products. And all this when they were supposedly having difficulty paying their bills on time.

And the silly decision to sue people who were putting up home brewed material on the web for copyright infringement was a rather boneheaded move that alienated a number of players that TSR couldn't afford to lose at the time.

As for WotC, I think a lot of people are suspicious of them because of all the screw ups TSR made in their last few years. TSR was run by a bunch of suits who didn't know jack about the game industry and didn't really care what the average gamer thought, and a lot of people seem to think the same thing about WotC. There's also gamers who liked some of the settings that TSR cranked out, but that WotC decided to axe in favor of focusing support on the 2 big settings instead: Greyhawk and the Forgotten Realms, and some of them are still bitter. Another common gripe is that WotC doesn't bother to publish adventures. WotC was moving away from DM-only material there for a while, since such products have less potential buyers, and there's publishing costs for them to consider. However it seems they've changed their mind on that a little bit as I've read here on ENWorld that they're planning to produce some adventures again soon. WotC's revision of the 3e rules 2 years ago also created a great deal of suspicion that they're only interested in profiting off the game. But on the whole, I think they're doing a fair job with the game. I'd say their biggest problem is not doing enough to promote the game to new players.

Orius

Sunday, 10th July, 2005, 03:43 AM

Quote:

Originally Posted by Col_Pladoh

In my considered opinion, spiked armor is the worst sort of dungeonpunk, worse than multi-buckled designer leather costuming passing for armor :lol:

Well, I certainly agree with you there. I've never been a big fan of the spiked armor, heavy tattoos and body piercing, and excessive buckles that marked early 3e art. The mishmash armor that is shown on several characters that looked like they were equipped with bits and pieces scavenged from a battlefield was also something that I dislike strongly as well.

WolvOrine

Sunday, 10th July, 2005, 06:56 AM

Quote:

Originally Posted by Orius

Well, I certainly agree with you there. I've never been a big fan of the spiked armor, heavy tattoos and body piercing, and excessive buckles that marked early 3e art. The mishmash armor that is shown on several characters that looked like they were equipped with bits and pieces scavenged from a battlefield was also something that I dislike strongly as well.

Well, while I found the spiked armor a bit much (there are pros to it, but I think the cons far outweigh them), and while the plethora of buckles look can be visually amusing (and interesting for the artist on occasion) but is still completely and unavoidably ill-advised... I can say that the mish-mash armor look is something that I do tend to like. It's not like everyone can afford to have a full set of matching gucci armor custom-made for them (and matching custom pieces to replace any broken or lost pieces). Mis-matched armor is what you're really likely to end up with after any given amount of time in the field. It's one of the few believable things I do see in such artwork. I usually try to include at least a small piece of something that doesn't match a character's outfit when I do illustration work, just to add that small imperfection to the overall whole.

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Steverooo

Sunday, 10th July, 2005, 01:09 PM

Spiked Armor: Stupid?

It isn't, really (although it's not all that historical, either, but, hey; it's fantasy)! There are a lot of places where spikes wouldn't get in the way, and could be used as "Off-Hand Weapons", as the rules describe...

- 1) Spiked Steel Codpiece. This pre-athletic supporter deflects and injures an incoming enemy knee. "You knee me in the groin? Okay, take 1D6 damage, plus my STR Bonus, Orc-face!" :p
- 2) Spiked Greaves. Spikes at the top, protecting the kneecaps. When the knee is bent, the spike is exposed, allowing a knee to the groin to do even more damage (and not be an Unarmed Strike, which provokes an attack of opportunity). What is it the original Oriental Adventures called greaves? Shinobi?
- 3) Spiked Bracers/Dastana. Bracers covering the arm from wrists to elbows, with the spikes attached to the rears of the elbows, where they are out of the way, when the arms are straight, but make an elbow smash even more (puncture) damaging.
- 4) Breastplate Shoulder Spikes. A pair of spikes coming off the breastplate over each shoulder, in a reverse "C" (so that they wouldn't prevent the vambraced arms from being raised). Shouldering someone aside becomes a real attack.
- 5) Spiked Helmets. Now these are historical! Headbutts, in melee, are not all that uncommon!
- 6) Spiked Gauntlets. If you're going to wear gauntlets, there's no reason not to wear these. They can't be disarmed, easily, and are better than an Improved Unarmed Strike (in most cases).

Now the typical D&D armor seems to be the "spiked all over" type, which is less useful, and certainly not what you want to be caught out in the woods in ("Help! I'm stuck!") Still, if you're fighting Ropers, Giant Purple Worms, Remorhaz, or anything else with Improved Grab/Swallow Whole, then I can see it... Even if it seems a bit silly. :p

Col_Pladoh

Sunday, 10th July, 2005, 02:36 PM

Quote:

Originally Posted by **Orius**

Well, I'm no expert on the marketing of RPG by any stretch of the imagination, but from reading the bits on the background of the various D&D settings that was presented in Dragon 315, I got the impression that TSR spent a great deal of time during the 2e era trying to come up with the next Dragonlance. ...

...

The DL novels and modules were indeed a windfall, but the main problem at TSR after the release of 2E was loss of core audience. That is what caused the downward spiral.

Gary

Orius

Sunday, 10th July, 2005, 07:15 PM

Quote:

Originally Posted by **Col_Pladoh**

The DL novels and modules were indeed a windfall, but the main problem at TSR after the release of 2E was loss of core audience. That is what caused the downward spiral.

Yes, though from what I understand it wasn't a loss that happened all at once, but in several places over the years. There were those who first didn't bother to move on to 2e, especially since TSR for a year or so continued to support both editions of AD&D, from what I understand. Then there were those who were disappointed by a number of mediocre 2e products and sort of trickled out of the audience. Finally there was the group that was angered about TSR's aggressive lawsuit policy, though I'd guess they were probably a small number of gamers that didn't have the impact the other two groups did.

BOZ

Sunday, 10th July, 2005, 07:32 PM

Quote:

Originally Posted by **Steverooo**

1) Spiked Steel Codpiece. This pre-athletic supporter deflects and injures an incoming enemy knee. "You knee me in the groin? Okay, take 1D6 damage, plus my STR Bonus, Orc-face!" :p

you win! ;)

BOZ

Sunday, 10th July, 2005, 07:34 PM

eh?

<http://www.enworld.org/showthread.php?t=139338>

Col_Pladoh

Sunday, 10th July, 2005, 08:50 PM

Quote:

*Originally Posted by **Orius***

Yes, though from what I understand it wasn't a loss that happened all at once, but in several places over the years. There were those who first didn't bother to move on to 2e, especially since TSR for a year or so continued to support both editions of AD&D, from what I understand. Then there were those who were disappointed by a number of mediocre 2e products and sort of trickled out of the audience. Finally there was the group that was angered about TSR's aggressive lawsuit policy, though I'd guess they were probably a small number of gamers that didn't have the impact the other two groups did.

To the best of my knowledge and belief, the problem began with the release of 2E, as it sold at only c. 50% of the number an OAD&D core rules book had done. Plainly put, about half of the audience for AD&D was gone at a stroke.

Later flooding of the remaining audience with books that were not always of first rate value simply pared away the base audience still further. TSR chased a diminishing audience with an increased number of products, hoping to make up in quantity of different SKUs sold what was lacking in volume from a smaller number. In the publishing business that is a hopeless plan.

Gary

Col_Pladoh

Sunday, 10th July, 2005, 08:54 PM

Quote:

*Originally Posted by **BOZ***

you win! ;)

Not at all...if your PC has plate armor. The steel kneecap will bend and break spikes :p

Unlimbering a spiked codpiece would also be quite a trick :lol:

Cheers,
Gary

Sanguinemetaldawn

Sunday, 10th July, 2005, 10:10 PM

Spiked armor

Quote:

*Originally Posted by **Steverooo***

1) Spiked Steel Codpiece. This pre-athletic supporter deflects and injures an incoming enemy knee. "You knee me in the groin? Okay, take 1D6 damage, plus my STR Bonus, Orc-face!" :p

Awesome! :lol:

On spiked armor...

Examine some historical scale armor if you can. Generally you will see that the lower edge of each "scale" is curved, and frequently the scale is bevelled so that the lower edge rests on the scales beneath, lifting the rest of the scale away from the backing material.

This arrangement actually requires a lot of work. Scales were individually cut from sheets of metal, in a square (main part of scale) plus triangle (lower edge of scale) shape, in 2 parallel rows, with pointed ends interlocking/meshing.

Scale armor made with flat pointed scales was faster and easier to make, but was dangerous, as the many scales acted like small knife blades, lacerating the wearer.

Thus the curved lower edge to remove the point, and bevelling to direct the lower edge into the lower scales, instead of leaving it to "radiate" outward as an exposed edge.

(This bevelling may have contributed to the "upward thrust weakness" theory of scale armor.)

This I think is a sensible backdrop for consideration of "Spiked Armor".

The instance of Rome vs Carthage at Zama is a very specialized case. You have what are essentially custom made suits of armor **9 a o d f i d h s e s h a B B y e - , p i d a b n y t h e t r e a s u r y o f R o m e .**

Clearly, this historic use lends itself to somewhat fantastic use in AD&D as a special defense against grapplers, constrictors, and the like, but the wearer of such armor would have to worry about accidental injury both to himself, and his fellows.

Quote:

*Originally Posted by **Sanguinemetaldawn***

...

...

This I think is a sensible backdrop for consideration of "Spiked Armor".

...

...but the wearer of such armor would have to worry about accidental injury both to himself, and his fellows.

A fine historical example in regards the scale armor.

As for spiked armor, falling down on turf or being driven into a tree or wooden structure of any sort would be tantamount to a death warrant for the wearer.

Cheers,
Gary

oldschooler

Monday, 11th July, 2005, 01:06 AM

Quote:

Wrong :p

I wrote the initial draft in 1972, a revised and expanded one in 1973, and the game was published at the end of January 1974. All of that is a matter of record, and any serious researcher should know those facts.

Gary

Heh, I was born in 1972!

haakon1

Monday, 11th July, 2005, 01:08 AM

Quote:

*Originally Posted by **ColonelHardisson***

Hey, it gives giants some mighty sore hands when they grab a PC!

Makes it really hard to sit down in a tavern, though . . .

I want PC's in real ancient & medieval armor, for that suspension of disbelief, like the Star Wars equipment having "carbon scoring", or the Holy Grail line about how to tell a king from a peasant: 'cause he hasn't got (ahem) all over him.

A lorica segmenta (AKA, "banded armor"), chainshirt, or real plate mail, those are cool to the historian in me and some of my players, and to the Tolkien-players too.

Spikey bondage armor, that doesn't, um, fit the ambience I'm going for . . .

haakon1

Monday, 11th July, 2005, 01:13 AM

Quote:

*Originally Posted by **Col_Pladoh***

Spiked armor...bah!

Actually, the Romans did actually use spiked armor when fighting the Carthaginians at Zama. They armed light footmen with axes, clad them in spiked armor, so that the elephants they were to hamstring would not use their trunks to grab them. This battle is as well the only one I know of in which the Romans used chariots as a war weapon, having lancers in them to attack the enemy elephants.

Cheers,
Gary

Ah, that does make sense. Thus the chariots on the Roman side in the "Gladiator" reenactment of a battle between the Romans and Carthage? That Gygax dude, he knows a lot of stuff. ;)

Theatrical gladiators might have tried spiked armor at one point or another (I mean, there was a whole class of gladiators with fish-shaped helmets, tridents, and nets!), but for most purposes, the armor illustrations in 3.0 and 3.5 just don't seem "informative".

haakon1

Monday, 11th July, 2005, 01:30 AM

Quote:

Originally Posted by **Steverooo**

3) Spiked Bracers/Dastana. Bracers covering the arm from wrists to elbows, with the spikes attached to the rears of the elbows, where they are out of the way, when the arms are straight, but make an elbow smash even more (puncture) damaging.

6) Spiked Gauntlets. If you're going to wear gauntlets, there's no reason not to wear these. They can't be disarmed, easily, and are better than an Improved Unarmed Strike (in most cases).

Those I wouldn't object to -- but as a weapon, not armor. Spiked bracers/gauntlets appear and seem "real" in Conan's gladiatorial combat. Plus "Batman Begins". :)

IIRC, the Romans used something like that in gladiatorial combat and boxing . . . not big goofy spikes, but cloth hand wrappings dipped in pitch, then rolled in broken glass, so as to have shards of broken glass embedded in them. Nasty, but not practical if you want to pick up a weapon or open a door, etc. I forget the Latin word for the that, but I remember thinking "hard corps, dude!" when I read about it in Latin class.

haakon1

Monday, 11th July, 2005, 01:46 AM

Quote:

Originally Posted by **Sanguinemetaldawn**

Clearly, this historic use lends itself to somewhat fantastic use in AD&D as a special defense against grapplers, constrictors, and the like, but the wearer of such armor would have to worry about accidental injury both to himself, and his fellows.

The 3.5 rules let you use spikey armor to do 1d6 damage (as good as a short sword or light mace, huh?) on a successful grapple. Or can use them for regular light-weapon melee attacks. No defensive use . . . I'm pretty sure they are "decorative" in nature.

Revising the Airplane scene in my head: "So, Jimmy, have you ever been in a cockpit before? Do you like to watch gladiator movies? Ever been in a Turkish prison? Do you like spikey armor? . . . "

Dannyalcatraz

Monday, 11th July, 2005, 04:51 AM

If I may ask a BIZ related question...

Did you/do you find that big retailers pay less per unit for game product than do the little guys? That is, if I find GAME: BOOK 1 at Mom & Pop's Fun Shop for \$40, and the same product being sold for \$30 at big company Booksonline.com, are they both basing *their* prices on the same per unit cost from GAME's publisher, or is Booksonline.com usually getting some kind of bulk purchase discount?

If so, what do you find is the usual discount?

Col_Pladoh

Monday, 11th July, 2005, 02:51 PM

Quote:

Originally Posted by **oldschooler**

Heh, I was born in 1972!

then your nickname should be Youngschooler:)

Heh,
Gary

Col_Pladoh

Monday, 11th July, 2005, 02:57 PM

Quote:

Originally Posted by **Dannyalcatraz**

If I may ask a BIZ related question...

Did you/do you find that big retailers pay less per unit for game product than do the little guys? That is, if I find GAME: BOOK 1 at Mom & Pop's Fun Shop for \$40, and the same product being sold for \$30 at big company Booksonline.com, are they both basing *their* prices on the same per unit cost from GAME's publisher, or is Booksonline.com usually getting some kind of bulk purchase discount?

If so, what do you find is the usual discount?

As I am not privy to the sales policies of WotC/Hasbro I am not able to answer your question. I can comment on discounts in general, of course: Anyone that buys in great volume generally gets the highest discount, as they accept a vast order, warehouse it, or have it shipped to multiple locations simultaneously. In printing, high volume of a run lowers the cost per unit dramatically, so big customers mean lower prices for all concerned.

Cheers,

oldschooler

Monday, 11th July, 2005, 03:43 PM

Quote:

*Originally Posted by **Col_Pladoh****then your nickname should be Youngschooler;)**Heh,
Gary*

It's true, I'm physically still a pup; but my screen name is an indication of my soul, not my heart. The best game I've ever played (and ever will) is your Dungeons & Dragons (c. 1974)!

That reminds me, in Monsters & Treasure, magic swords are indicated as the only items with intelligence. Is that to say they are all intelligent? If not, how often should swords with this intellect come up?

Col_Pladoh

Monday, 11th July, 2005, 03:52 PM

Quote:

*Originally Posted by **oldschooler****It's true, I'm physically still a pup; but my screen name is an indication of my soul, not my heart. The best game I've ever played (and ever will) is your Dungeons & Dragons (c. 1974)!**That reminds me, in Monsters & Treasure, magic swords are indicated as the only items with intelligence. Is that to say they are all intelligent? If not, how often should swords with this intellect come up?*

Thanks kindly:)

Most swords are not imbued with a spirit intelligence. You can use the table in the M&T booklet, or figure that one in 10 has some form of intellect, and that one in 10 of those can communicate by empathy, speech, or telepathy. Whatever suits your DMing style and campaign will do!

Cheers,
Gary

Dannyalcatraz

Monday, 11th July, 2005, 05:03 PM

Thanks for the answer- pretty much what I expected!

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Gary Gygax Q&A, Part IX

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Gentlegamer

Monday, 11th July, 2005, 05:06 PM

I'm only 27, but since I'm immune to "chronological snobbery," I usually think of myself as an "oldschooler," too (and not just in gaming).

Col_Pladoh

Monday, 11th July, 2005, 05:13 PM

Quote:

*Originally Posted by **Gentlegamer****I'm only 27, but since I'm immune to "chronological snobbery," I usually think of myself as an "oldschooler," too (and not just in gaming).*

Heh,

Most of the "chronological snobbery" comes from the low end towards the high end of accumulated years :eek:

Cheers,
Gary

Gentlegamer

Monday, 11th July, 2005, 05:53 PM

Quote:

*Originally Posted by **Col_Pladoh****Heh,**Most of the "chronological snobbery" comes from the low end towards the high end of accumulated years :eek:*

Quite true! I use the term as C. S. Lewis originally coined it: discounting what came before simply because it came before. Best described as an obsession with the present and "fadishness."

Col_Pladoh

Monday, 11th July, 2005, 06:25 PM

Quote:

*Originally Posted by **Gentlegamer****Quite true! I use the term as C. S. Lewis originally coined it: discounting what came before simply because it came before. Best described as an obsession with the present and "fadishness."*

Can you say LA/Hollywood?

:lol:
Gary

haakon1

Tuesday, 12th July, 2005, 08:17 AM

Gaxmoor?

Hey Gary,

Where, if anywhere, would you put Gaxmoor in the World of Greyhawk? Seems like maybe the frontiers of the Great Kingdom -- Bone March or Medegia.

I think I know where to put your Castle when it's done . . . :)

Col_Pladoh

Tuesday, 12th July, 2005, 03:38 PM

Quote:

*Originally Posted by **haakon1****Hey Gary,**Where, if anywhere, would you put Gaxmoor in the World of Greyhawk? Seems like maybe the frontiers of the Great Kingdom -- Bone March or Medegia.*

I think I know where to put your Castle when it's done . . . ;)

I hadn't thought about a placement on the Oeridian continent, but Haakon, I agree with you that it needs to be in the east around the Great Kingdom. Bone March is an excellent choice.

If you have the short intro I did for the module, the encounter with the gnoll raiders, that fits well with Bone March or Medigia as well.

Ciao,
Gary

trollwad

Tuesday, 12th July, 2005, 03:45 PM

Actually where would you put Yggsburgh if you want to keep Greyhawk as is? somewhere in the Cairn Hills to the south not far from the swamp?

Col_Pladoh

Tuesday, 12th July, 2005, 03:56 PM

Quote:

*Originally Posted by **trollwad***

Actually where would you put Yggsburgh if you want to keep Greyhawk as is? somewhere in the Cairn Hills to the south not far from the swamp?

Heh...

Well, Yggsburgh at a river junction, there's a large free city westwards at the mouth of the River Nemo, there are lots of hills around, mainly northwards, and there are some marshes near to it also, so your suggestion seems appropos ;)

Cheers,
Gary

ScottyG

Tuesday, 12th July, 2005, 07:35 PM

Quote:

*Originally Posted by **haakon1***

Hey Gary,

Where, if anywhere, would you put Gaxmoor in the World of Greyhawk? Seems like maybe the frontiers of the Great Kingdom -- Bone March or Medigia.

I think I know where to put your Castle when it's done . . . ;)

I worked with Ernie on Gaxmoor. In the playtest/in the original background info, Gaxmoor was set on the western edge of Veluna, an area that could be reached with relative ease by the pre-migration Oeridians.

In my home campaign, I changed Gaxmoor to one of the first post-migration cities founded by the Oeridians. I placed it in Sunndi. I also changed the patron god of the place from Farlanghn to Pholtus. I tied the whole thing to Rob Kuntz's Maze of Xaene/Zayene series (set in the Great Kingdom), by making Zayene the one responsible for pulling the city back to the prime.

Scott

gideon_thorne

Tuesday, 12th July, 2005, 09:55 PM

Quite right. Campaigns and battlefield conditions, one would 'pick up' bits and pieces. Momentos of fallen comrades can fit in here as well. Aragon with Boromir's bracers is a good example.

Quote:

*Originally Posted by **Wolv0rine***

I can say that the mish-mash armor look is something that I do tend to like. It's not like everyone can afford to have a full set of matching Gucci armor custom-made for them (and matching custom pieces to replace any broken or lost pieces). Mis-matched armor is what you're really likely to end up with after any given amount of time in the field. It's one of the few believable things I do see in such artwork. I usually try to include at least a small piece of something that doesn't match a character's outfit when I do illustration work, just to add that small imperfection to the overall whole.

Col_Pladoh

Wednesday, 13th July, 2005, 04:23 PM

Quote:

*Originally Posted by **ScottyG***

I worked with Ernie on Gaxmoor. In the playtest/in the original background info, Gaxmoor was set on the western edge of Veluna, an area that could be reached with relative ease by the pre-migration Oeridians.

...

Heh, Scott...

Surely that placement was quite unofficial, for certainly the product is generic D20 and not one approved by WotC for use on the World of Greyhawk :lol:

That said, I think it fits best in the Great Kingdom's eastern verge, there being a good deal of "ancient history" surrounding that place.

Whatever suits the DM concerned is best, of course.

Cheers,
Gary

Col_Pladoh

Wednesday, 13th July, 2005, 04:28 PM

Quote:

*Originally Posted by **gideon_thorne***

Quite right. Campaigns and battlefield conditions, one would 'pick up' bits and pieces. Momentos of fallen comrades can fit in here as well. Aragon with Boromir's bracers is a good example.

Better still...

Actual warriors would strip the captured and dead foemen of armor so as to improve their own. The Vikings were well-armored thus. However, it is logical that the "upgrading" would be as complete as possible, discarding lesser protection for greater. So mixed sorts of armor would be rather rare I should think, save for hill bandits and their ilk.

FWIW,
Gary

jester47

Wednesday, 13th July, 2005, 04:49 PM

Hi Gary,

How is the health? Will you be spry enough to grace us with your presence at the big Con (Gen Con) this year? I understand that you are supposed to keep travel limited, but I had to ask...

Best wishes and good health,

Aaron.

Col_Pladoh

Wednesday, 13th July, 2005, 05:00 PM

Quote:

*Originally Posted by **jester47***

Hi Gary,

How is the health? Will you be spry enough to grace us with your presence at the big Con (Gen Con) this year? I understand that you are supposed to keep travel limited, but I had to ask...

Best wishes and good health,

Aaron.

Hi Aaron,

Thanks, and I am feeling quite well, just lacking my former level of energy. the fact is that I am enjoying relaxing and reading a lot, but I do hope to be able to do more creatively in the future. that remains to be seen, as currently I can't manage more than a couple of hours of intense work before having to kick back and rest.

I will not be at GenCon this year...maybe in 2006.

I will be at the Lake Geneva Gaming Convention here at the end of this month, July 29th - 31st, and at the Canadian National Gaming Expo in Toronto the 26th - 29th August.

That's it for this year.

Cheerio,
Gary

jester47

Wednesday, 13th July, 2005, 05:10 PM

Colonel,

Good to hear. I only allow myself one abroad convention a year, so maybe we will see you in 2006. Till then, kick back, relax and when you can write more wonderful gaming material!

I have been looking to meet this Gygax fellow in person for some 20 years now. He has the strangest last name and has written a very cool game. But apparently his vocabulary and good demeanor are legendary. :)

Aaron.

Col_Pladoh

Wednesday, 13th July, 2005, 05:14 PM

Quote:

*Originally Posted by **jester47***

Colonel,

...But apparently his vocabulary and good demeanor are legendary. :)

Aaron.

Would you believe *Legendary*?

Heh,
Gary

francisca

Wednesday, 13th July, 2005, 05:45 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Would you believe *Legendary*?*

Heh,
Gary

Yet more punishment from the Col.

;)

Col_Pladoh

Wednesday, 13th July, 2005, 05:56 PM

Quote:

*Originally Posted by **francisca***

Yet more punishment from the Col.

;)

Pure corn, I know, but puns always a-maze me :lol:

BTW, have you seen the *Hall of Many Panes*? I manage a few in there....

Cheers,
Gary

gideon_thorne

Wednesday, 13th July, 2005, 06:07 PM

My dad's noted more than a few.

His comments. "If this is an indication of the dudes sense of humor, he sounds like a cool dude to talk too."

Quote:

*Originally Posted by **Col_Pladoh***

Pure corn, I know, but puns always a-maze me :lol:

BTW, have you seen the Hall of Many Panes ? I manage a few in there....

Cheers,
Gary

dcas

Wednesday, 13th July, 2005, 06:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

Pure corn

. . . straight from the *Colonel*. :p

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Wednesday, 13th July, 2005, 06:26 PM

Quote:

*Originally Posted by **gideon_thorne****My dad's noted more than a few.**His comments. "If this is an indication of the dudes sense of humor, he sounds like a cool dude to talk too."*

Boy, has be got the wrong vampire! :lol:

Cheerio,
Gary

Col_Pladoh

Wednesday, 13th July, 2005, 06:29 PM

Quote:

*Originally Posted by **dcas****. . . straight from the Colonel. :p*

Glad you lent an ear to that allusion. Shucks, you'd have been shocked if I stalked you:EEK:

Who is the father of all jokes?

None other than Pop Corn!

Aargh...

Garty

ScottyG

Wednesday, 13th July, 2005, 08:07 PM

Quote:

*Originally Posted by **Col_Pladoh****That said, I think it fits best in the Great Kingdom's eastern verge, there being a good deal of "ancient history" surrounding that place.*

That was my thinking when I chose Sunndi. Although I never settled for sure, I was thinking a threat from Acererak <sp> was the reason the city was tucked into the pocket dimension in the first place. Ivid/Zayene discovered the existance of the place and learned of the items that me be there, and were responsible for bringing it back. The party was racing against forces from the South Province and Medegia to find the good loot. The combat that had recently erupted between the Great Kingdom and Nyronnd and the Iron League per the old Greyhawk's World articles in Dragon were part of the story as well.

Scott

Deogolf

Wednesday, 13th July, 2005, 08:18 PM

Quote:

*Originally Posted by **Col_Pladoh****Glad you lent an ear to that allusion. Shucks, you'd have been shocked if I stalked you:EEK:**Who is the father of all jokes?**None other than Pop Corn!**Aargh...**Garty*

Uh, oh! He's warming up for tomorrow! :confused: I better butter him up some! He's been known to pop off a few "old maids" now and then!

Col_Pladoh

Wednesday, 13th July, 2005, 08:40 PM

Quote:

*Originally Posted by **Deogolf***

Uh, oh! He's warming up for tomorrow! :confused: I better butter him up some! He's been known to pop off a few "old maids" now and then!

Don't get salty with me, use such cheesy additions, or I'll bag you!

:p
Gary

gideon_thorne

Wednesday, 13th July, 2005, 08:48 PM

Quote:

*Originally Posted by **Col_Pladoh***

Don't get salty with me, use such cheesy additions, or I'll bag you!

:p
Gary

One must get salty when dealing with those completely crackers, tis symbiotic. :D

Col_Pladoh

Wednesday, 13th July, 2005, 09:01 PM

Quote:

*Originally Posted by **gideon_thorne***

One must get salty when dealing with those completely crackers, tis symbiotic. :D

...Peter asserted crisply.

However, that failed to deter Gary from bending him about as if he were a pretzel.

"Take that, you peanut!"

Henry

Wednesday, 13th July, 2005, 09:15 PM

Gentlemen, gentlemen, surely these *chips* on your shoulders are not worth the *Ruffled* feathers! You should *Chex* your feud at the door, and *Lance* all festering boils that give the harsh feelings that are normally *Nacho* styles.

Are we *Wise* to this advice, now?

gideon_thorne

Wednesday, 13th July, 2005, 09:20 PM

Quote:

*Originally Posted by **Col_Pladoh***

...Peter asserted crisply.

However, that failed to deter Gary from bending him about as if he were a pretzel.

"Take that, you peanut!"

Perhaps the Col should get a Clue since he obviously can't cut the Mustard. :D

Col_Pladoh

Wednesday, 13th July, 2005, 09:22 PM

Quote:

*Originally Posted by **Henry***

Gentlemen, gentlemen, surely these chips on your shoulders are not worth the Ruffled feathers! You should Chex your feud at the door, and Lance all festering boils that give the harsh feelings that are normally Nacho styles.

Are we Wise to this advice, now?

The above brought to you by the Uneeda Pun Company...

Col_Pladoh

Wednesday, 13th July, 2005, 09:27 PM

Quote:

Originally Posted by **gideon_thorne**

Perhaps the Col should get a Clue since he obviously can't cut the Mustard. :D

Clearly you are not a professor in punnery, more a weak, scarlet woman, preening like a peacock for cooking up a few pale game jokes that would turn most readers green...but not with envy :p

I could hall in some location puns, but a study of the topic prevents me from going that far--too wrenching, and I think I've given the competition enough rope, even though my predominance at this sport is a lead pipe cinch. thus I am going to lounge about now.

Cheers,
Gary

Deogolf

Wednesday, 13th July, 2005, 09:46 PM

Quote:

Originally Posted by **Col_Pladoh**

Clearly you are not a professor in punnery, more a weak, scarlet woman, preening like a peacock for cooking up a few pale game jokes that would turn most readers green...but not with envy :p

I could hall in some location puns, but a study of the topic prevents me from going that far--too wrenching, and I think I've given the competition enough rope, even though my predominance at this sport is a lead pipe cinch. thus I am going to lounge about now.

*Cheers,
Gary*

Sheesh! For God's sakes, Do Not encourage the man!! He can go on for hours, ya know!! I speak from experience!

Just slowly back away! Do not make eye contact!

Quietly, quietly...

gideon_thorne

Wednesday, 13th July, 2005, 09:49 PM

Quote:

Originally Posted by **Deogolf**

Sheesh! For God's sakes, Do Not encourage the man!! He can go on for hours, ya know!! I speak from experience!

Just slowly back away! Do not make eye contact!

Quietly, quietly...

But its so fun! :) What else are we doing here if we can't have fun with our fellows? :)

Deogolf

Wednesday, 13th July, 2005, 09:59 PM

Quote:

Originally Posted by **gideon_thorne**

But its so fun! :) What else are we doing here if we can't have fun with our fellows? :)

(Renfield voice) You crazy people! Master is not at all well! He babbles strange things and makes wierd gestures! May the gods have mercy on your souls for what you have stirred up... :uhoh:

Hee, hee, hee :confused:

Must get away...

Col_Pladoh

Wednesday, 13th July, 2005, 10:14 PM

All right...all right...

I will refrain from delivering more punishment, but I refuse to promise no shaggy dog stories.

Anyway, I have a dinner engagement that I need to get ready for soon :uhoh:

cheers,
Gary

Steverooo

Thursday, 14th July, 2005, 08:28 AM

Quote:

Originally Posted by **Col_Pladoh**

Glad you lent an ear to that allusion. Shucks, you'd have been shocked if I stalked you:EEK:

Who is the father of all jokes?

None other than Pop Corn!

Aargh...

Garty

Methinks he's been hangin' out with John Barley-Corn, too much! :D

francisca

Thursday, 14th July, 2005, 02:17 PM

Quote:

Originally Posted by **Col_Pladoh**

Pure corn, I know, but puns always a-maze me :lol:

BTW, have you seen the Hall of Many Panes ? I manage a few in there....

*Cheers,
Gary*

As much as it Panes me, know I have not yet seen your latest "haul" of encounters.

Anybody running it at the LGGC?

Col_Pladoh

Thursday, 14th July, 2005, 03:41 PM

Quote:

Originally Posted by **Steverooo**

Methinks he's been hangin' out with John Barley-Corn, too much! :D

A good one. If I was sure you had the proof of that I'd take the fifth... :lol:

Bottoms up,
Gary

Col_Pladoh

Thursday, 14th July, 2005, 03:47 PM

Quote:

Originally Posted by **francisca**

As much as it Panes me, know I have not yet seen your latest "haul" of encounters.

Anybody running it at the LGGC?

There are sprinkled throughout the work some considerable number of puns, one whole encounter based on them, that the GM can work to enhance his enjoyment of the play if so desired. If the group enjoy such word play, the GM can slip in his own. If the group suffers, the GM can work my puns for all they're worth and blame it on me as he enjoys the sour expressions and groans :lol:

As the HoMP is a campaign-length module that should take a year or more to play through, I doubt anyone will be running it at the LGGC, although there are a few of the adventure panes that are great for one-off play...

Cheers,
Gary

Zudrak

Thursday, 14th July, 2005, 04:54 PM

Quote:

Originally Posted by **Steverooo**

Methinks he's been hangin' out with John Barley-Corn, too much! :D

Wow, there's a lot of Traffic on this thread today. Steverooo, is your last name Winwood?

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Zudrak

Thursday, 14th July, 2005, 05:12 PM

Quote:

*Originally Posted by **gideon_thorne****But its so fun! :) What else are we doing here if we can't have fun with our fellows? :)*

As some alternatives could be quibbling over rules, asking questions that were answered two to fifteen years ago, or going into discussions a la a Star Trek convention ("on p. 33 of the DMG you said... but on p. 11 of EX1 Dungeonland you write..."), I will gladly accept punning with Gary. Actually, as a fan of paronomasia, I would encourage it. :D (Now comes the part where I get an e-slap from RJK for my pun shenanigans over on his site.)

haakon1

Thursday, 14th July, 2005, 07:19 PM

Quote:

*Originally Posted by **ScottyG****That was my thinking when I chose Sunndi. Although I never settled for sure, I was thinking a threat from Acererak <sp> was the reason the city was tucked into the pocket dimension in the first place. Ivid/Zayene discovered the existence of the place and learned of the items that me be there, and were responsible for bringing it back. The party was racing against forces from the South Province and Medegia to find the good loot. The combat that had recently erupted between the Great Kingdom and Nyronnd and the Iron League per the old Greyhawk's World articles in Dragon were part of the story as well.
Scott*

Interesting, thanks Scotty and Gary. I think Bone March or Sunndi/Medegia could work, depending on which end of the Great Kingdom you want to use.

BTW, my take on the GK is that it's something like the Holy Roman Empire -- so, claims to ancient grandeur, lots of messy little territories and feudal patchworks, and probably lots of robber barons (tolls every 10 ft, like the Garden State Parkway) if you have to move around there.

Col_Pladoh

Thursday, 14th July, 2005, 07:31 PM

Quote:

*Originally Posted by **haakon1***

...

BTW, my take on the GK is that it's something like the Holy Roman Empire -- so, claims to ancient grandeur, lots of messy little territories and feudal patchworks, and probably lots of robber barons (tolls every 10 ft, like the Garden State Parkway) if you have to move around there.

Can't argue with that take in the least, and I have been on the Garden State Parkway--highway robbery :mad:

Heh,
Gary

dcas

Thursday, 14th July, 2005, 08:01 PM

Quote:

*Originally Posted by **Col_Pladoh****Can't argue with that take in the least, and I have been on the Garden State Parkway--highway robbery :mad:*

There are 11 toll plazas over 172.4 miles (about one every 15.7 miles) -- each 35 cents. That's only \$3.85 to travel the whole distance of the GSP. A similar distance on the Pennsylvania Turnpike is over \$10. Also, when compared to the PA Turnpike or I-95, the GSP is driving heaven.

Col_Pladoh

Thursday, 14th July, 2005, 08:08 PM

Quote:

*Originally Posted by **dcas****There are 11 toll plazas over 172.4 miles (about one every 15.7 miles) -- each 35 cents. That's only \$3.85 to travel the whole distance of the GSP. A similar distance on the Pennsylvania Turnpike is over \$10. Also, when compared to the PA Turnpike or I-95, the GSP is driving heaven.*

Ah, but the frequent stops are the main thing. Better pay more, within reason, at one place than have to stop at all those toll booth "plazas" :mad:

Cheerio,
Gary

Mighty Veil

Friday, 15th July, 2005, 03:56 AM

Cavalier's origin

I'm on chapter 9 of "3 Hearts and 3 Lions". I have to ask.

Why did you decide to create the Cavalier when you had the Paladin already? To give none humans and other alignments a knight class? I remember paladin became a sub-class after. But how exactly then did you envision the paladin and cavalier to be different?

BOZ

Friday, 15th July, 2005, 05:34 AM

paladins weren't really supposed to be knights... thus, the cavalier. :)

Steverooo

Friday, 15th July, 2005, 05:50 AM

Quote:

*Originally Posted by **Zudrak***

Steverooo, is your last name Winwood?

Nope!...

Col_Pladoh

Friday, 15th July, 2005, 04:38 PM

Quote:

*Originally Posted by **Mighty Veil***

I'm on chapter 9 of "3 Hearts and 3 Lions". I have to ask.

Why did you decide to create the Cavalier when you had the Paladin already? To give none humans and other alignments a knight class? I remember paladin became a sub-class after. But how exactly then did you envision the paladin and cavalier to be different?

Heh...

The cavalier class was created mainly because all noble warriors were not in the same stamp as Sir Galahad and Roland.

Cheers,
Gary

Col_Pladoh

Friday, 15th July, 2005, 04:41 PM

Quote:

*Originally Posted by **BOZ***

paladins weren't really supposed to be knights... thus, the cavalier. :)

Well, not the typical knight anyway :heh:

Ciao,
Gary

Zudrak

Friday, 15th July, 2005, 06:02 PM

Gsp

Quote:

*Originally Posted by **Col_Pladoh***

Ah, but the frequent stops are the main thing. Better pay more, within reason, at one place than have to stop at all those toll booth "plazas" :mad:

Like DCS, I live in the "Delaware Valley", and there are actually two GSP's, North and South. For the North, it is just another road and the tolls are much closer together than in South Jersey. For us in South Jersey and Del. Valley, the GSP is the road that tells you that you're almost to the shore. :) There's only two tolls between the Atlantic City Expressway and Cape May. DCS is right, driving on that road is cake compared to the roads he mentioned.

Quote:

*Originally Posted by **Steverooo***

Nope!...

Steverooo, I didn't think so. I was just linking "Steve" with Winwood's group Traffic and their album "John Barleycorn must die". A reach, I know... :uhoh: Oh, well, I'm "so glad we made it"...

Col_Pladoh

Friday, 15th July, 2005, 08:12 PM

Quote:

*Originally Posted by **Zudrak***

..."John Barleycorn must die". A reach, I know... :uhoh: Oh, well, I'm "so glad we made it"...

As for me, I have seen to many a dead soldier bottle of John Barleycorn. Just as did the old NRA of FDR's making, I do my part :lol:

Kampai!
Gary

Henry

Friday, 15th July, 2005, 08:42 PM

Gary, a question has arisen in another thread that you may be able to shed some light on...

I've noticed that in the earliest D&D works, D&D was a "fantasy game" or a "war game", with players taking on "roles." By 1977/78, it was full-on referenced in the core books as a "Role-Playing Game".

Do you have a rough idea of when the term Role-Playing Game became the common parlance around the TSR offices, and who really started the reference of "Fantasy Wargaming" with "Role-playing"?

Similarly, you used "hack and slay" for gamers who mainly fight their way out of problems, but do you remember when you heard the term "Hack and Slash" used more often?

Thank you in advance!

Col_Pladoh

Friday, 15th July, 2005, 08:57 PM

Quote:

*Originally Posted by **Henry***

Gary, a question has arisen in another thread that you may be able to shed some light on...

I've noticed that in the earliest D&D works, D&D was a "fantasy game" or a "war game", with players taking on "roles." By 1977/78, it was full-on referenced in the core books as a "Role-Playing Game".

Do you have a rough idea of when the term Role-Playing Game became the common parlance around the TSR offices, and who really started the reference of "Fantasy Wargaming" with "Role-playing"?

Similarly, you used "hack and slay" for gamers who mainly fight their way out of problems, but do you remember when you heard the term "Hack and Slash" used more often?

Thank you in advance!

Hi Henry:)

Role-playing was common parlance at TSR in 1976, but who coined the term is something I don't recall. It seems as if it just was there one day, and everyone took to it naturally. Of the term "playing the role" predates role-playing by a long, long time.

To the best of my knowledge "hack & slash" was a term coined by fantasy authors/fans as a put-down for action-based yarns such as Robert E. Howard wrote--and I still love. I believe that "hack & slay" better describes the RPG activity concerned with dungeon crawls and seek & destroy missions common in CRPGs. I do not mean to belittle the entertainment value of such play when I use the term.

Cheers,
Gary

francisca

Friday, 15th July, 2005, 09:20 PM

As always, Gary, thanks for your insight and recollections.

I'm really looking forward to the LGGC at the end of the month. This weekend, I'll be putting the finishing touches on a Basic/Expert adventure I intend to run at the con, and playtesting it monday night.

haakon1

Friday, 15th July, 2005, 09:34 PM

Quote:

*Originally Posted by **Col_Pladoh***

Ah, but the frequent stops are the main thing. Better pay more, within reason, at one place than have to stop at all those toll booth "plazas" :mad:

Cheerio,
Gary

Yup, that's what I meant. It's not the cost; it's the idea of stopping for each local despot to get his silver piece. And the Great Kingdom, one never knows when the robber baron's toll collectors might also demand bribes: "Yeah, the road to Rel Astra's closed to due to, uhh, hobgoblins in spikey armor. It's a real shame. But if you was to gimme that sword, maybe I'd see what I can do."

If the New Jersey example offends, as I recall I-94 northwest of Chicago had a similar toll policy . . . which meant that driving between Madison and Chicago, I preferred Rt. 12 . . . the fact that it went by Lake Geneva had nothing to do with my choice of routes. ;)

Zudrak

Saturday, 16th July, 2005, 06:44 AM

Quote:

*Originally Posted by **haakon1***

If the New Jersey example offends, as I recall I-94 northwest of Chicago had a similar toll policy . . . which meant that driving between Madison and Chicago, I preferred Rt. 12 . . . the fact that it went by Lake Geneva had nothing to do with my choice of routes. ;)

It doesn't offend. I was just 'splaining, as was DCS, I imagine. When you LIVE in NJ, you pretty much hear all sorts of jokes from out-of-staters - who still come in and amazingly find nothing wrong with our beaches, skiing, parks, sightseeing, the USS New Jersey... Ha.

Gentlegamer

Saturday, 16th July, 2005, 04:32 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

The cavalier class was created mainly because all noble warriors were not in the same stamp as Sir Galahad and Roland.

*Cheers,
Gary*

Right, many were of the same stamp as Launcelot . . .

EricNoah

Saturday, 16th July, 2005, 04:42 PM

Hi Gary!

I haven't posted in one of these threads in some time. I just wanted to say "howdy" and also say that having your granddaughter at my school for the past two years was a delightful experience. She's an extremely pleasant, funny, smart girl, and seemed to love hanging out with us in the library any time she could. I think she has a very bright future ahead of her. She speaks of you frequently and fondly and it's evident that she has a great deal of admiration for you. She's also said that she thinks she got her creativity and smarts from your genes. :)

Take care,

Eric Noah

Gray Mouser

Saturday, 16th July, 2005, 07:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Kampai!
Gary*

Ah, now there's one of my favorite sayings. Nothing like a good bottle of sake to go with the sushi and sashimi!

Gray Mouser

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Gary Gygax Q&A, Part IX

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haakon1

Sunday, 17th July, 2005, 12:57 AM

Quote:

*Originally Posted by **Zudrak***

When you LIVE in NJ, you pretty much hear all sorts of jokes from out-of-staters -- who still come in and amazingly find nothing wrong with our beaches, skiing, parks, sightseeing, the USS New Jersey... Ha.

Nobody disses a battleship . . .

I'm a New Yorker by nationality (though a West Coaster by current address), and as you know on the little AD&D PHB chart for initial attitude, the intersection of New York and New Jersey says "A". It's like elves and dwarves. But when three of my gaming friends from college lived there, I spent a lot of time in Joisey and liked it . . . after all, you have good pizza . . . but I stuck with 287 instead of the Garden State or I-95.

JRRNeiklot

Sunday, 17th July, 2005, 01:39 AM

Quote:

*Originally Posted by **dcas***

There are 11 toll plazas over 172.4 miles (about one every 15.7 miles) -- each 35 cents. That's only \$3.85 to travel the whole distance of the GSP. A similar distance on the Pennsylvania Turnpike is over \$10. Also, when compared to the PA Turnpike or I-95, the GSP is driving heaven.

Toll roads? Our taxes already maintain the roads. Down south we lynch politicians who try to vote in that kind of crap. No tolls here.

Amy Kou'ai

Sunday, 17th July, 2005, 01:54 AM

Hey, Gary -- this is something that I've just been curious about, though I haven't followed the thread in its entirety so possibly you may have answered it in some previous part, but:

What's your preferred way to roll for stats?

Dannyalcatraz

Sunday, 17th July, 2005, 03:39 AM

Quote:

JRRNeiklot

Toll roads? Our taxes already maintain the roads. Down south we lynch politicians who try to vote in that kind of crap. No tolls here.

Come visit Dallas/Fort Worth to see and travel on mythical Southern Toll Roads!

We have 2 that I know of, and we may be getting more.

BOZ

Sunday, 17th July, 2005, 06:55 AM

Quote:

*Originally Posted by **JRRNeiklot***

Toll roads? Our taxes already maintain the roads. Down south we lynch politicians who try to vote in that kind of crap. No tolls here.

in certain parts of chicago, the interstates are specifically designed in such a way that once you get to certain point on them, you're stuck paying and there's no way to get off and avoid them (unless you want to turn around and drive against traffic, woohoo!)

JRRNeiklot

Sunday, 17th July, 2005, 07:11 AM

Quote:

*Originally Posted by **Dannyalcatraz***

Come visit Dallas/Fort Worth to see and travel on mythical Southern Toll Roads!

We have 2 that I know of, and we may be getting more.

Bah, Texas is west, not south! :cool:

Dannyalcatraz

Sunday, 17th July, 2005, 06:21 PM

Technically, TX is the Southwest.

We have Grits AND Guns.

Grits & Guns...hmmmm...*the RPG?*

Col_Pladoh

Sunday, 17th July, 2005, 06:50 PM

Quote:

*Originally Posted by **Amy Kou'ai***

Hey, Gary -- this is something that I've just been curious about, though I haven't followed the thread in its entirety so possibly you may have answered it in some previous part, but:

What's your preferred way to roll for stats?

Howdy:)

As a DM who wants the players to be as pleased as possible with the process. I typically allow stat rolls of d46, taking the three highest, and allowing the totals to be arranged in whatever order the player desires.

In regards to HPs, I typically say re-roll any 1, and I agree with the initial GD being at the max--a good way to assist in survival of low-IEvEI PCs :cool:

Cheers,
Gary

Frank Mentzer

Sunday, 17th July, 2005, 09:23 PM

Oh scholarly senescent sloth:

In certain early TSR works if the 1970s, you sometimes wrote a Foreword, sometimes a Foreward, and sometimes a Forward.

Was there a hidden message in such variations?

-- ye nagge

Col_Pladoh

Sunday, 17th July, 2005, 09:50 PM

Quote:

*Originally Posted by **Frank Mentzer***

Oh scholarly senescent sloth:

In certain early TSR works if the 1970s, you sometimes wrote a Foreword, sometimes a Foreward, and sometimes a Forward.

Was there a hidden message in such variations?

-- ye nagge

Sure!

Lazy, shiftless, good for nothing editors, do your petty work and be quick about it. Them who can't put ideas together can clean up the spelling of those who can :p

Heh,
Gary

Steverooo

Sunday, 17th July, 2005, 09:56 PM

Quote:

*Originally Posted by **Dannyalcatraz***

Technically, TX is the Southwest.

We have Grits AND Guns.

Grits & Guns...hmmmm...the RPG?

Nossir, that'd be "True Grit, and Guns!" :D

Gentlegamer

Sunday, 17th July, 2005, 10:10 PM

Quote:

*Originally Posted by **Dannyalcatraz***

Technically, TX is the Southwest.

We have Grits AND Guns.

Grits & Guns...hmmmm...the RPG?

Texas is its own region.

Gentlegamer

Sunday, 17th July, 2005, 10:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy:)

As a DM who wants the players to be as pleased as possible with the process. I typically allow stat rolls of d46, taking the three highest, and allowing the totals to be arranged in whatever order the player desires.

In regards to HPs, I typically say re-roll any 1, and I agree with the initial GD being at the max--a good way to assist in survival of low-IEvEI PCs :cool:

*Cheers,
Gary*

d46! :p

Col_Pladoh

Sunday, 17th July, 2005, 10:18 PM

Quote:

*Originally Posted by **Gentlegamer***

d46! :p

Thank you. That qualifies you for an editorial position somewhere, I should imagine :lol:

Cheers,
Gary

BOZ

Sunday, 17th July, 2005, 10:43 PM

hey, if you can find an actual d46 that might be worth some money! ;)

Col_Pladoh

Monday, 18th July, 2005, 12:55 AM

Quote:

*Originally Posted by **BOZ***

hey, if you can find an actual d46 that might be worth some money! ;)

D4 followed by d6 gives a range of 1-24 :eek:

Cheers,
Gary

dcas

Monday, 18th July, 2005, 05:43 PM

Quote:

*Originally Posted by **JRRNeiklot***

Toll roads? Our taxes already maintain the roads. Down south we lynch politicians who try to vote in that kind of crap. No tolls here.

I prefer tolls to taxes (why should someone pay taxes for a road on which he might not even drive?), and NJ gas taxes are nice and low.

Quote:

*Originally Posted by **dcas***

I prefer tolls to taxes (why should someone pay taxes for a road on which he might not even drive?), and NJ gas taxes are nice and low.

I concur...

...but that is political, and so forbidden hereon :uhoh:

Cheers,
Gary

Quote:

*Originally Posted by **dcas***

I prefer tolls to taxes (why should someone pay taxes for a road on which he might not even drive?), and NJ gas taxes are nice and low.

I would agree if tolls replaced taxes, but they seldom do. You end up paying both.

Quote:

*Originally Posted by **JRRNeiklot***

I would agree if tolls replaced taxes, but they seldom do. You end up paying both.

Errr...

I'd love to discuss the politics of that, and I do agree with your statement, but this isn't the place ;)

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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Henry

Tuesday, 19th July, 2005, 08:25 PM

Quote:

Originally Posted by Col_Pladoh

...but this isn't the place. :)

The Original Sage is, indeed, correct. :)

dcas

Wednesday, 20th July, 2005, 03:15 AM

Quote:

Originally Posted by JRRNeiklot

I would agree if tolls replaced taxes, but they seldom do. You end up paying both.

You'll want to subscribe to Gary's talk list if you want to talk about politics (like getting screwed over by the State) or religion (like how people down South think free highways are the 11th Commandment).

Anyway, Gary, how are the roads supported in and around Yggsburgh? Taxes or tolls? or a combination of the two?

JRRNeiklot

Wednesday, 20th July, 2005, 03:24 AM

Quote:

Originally Posted by dcas

You'll want to subscribe to Gary's talk list if you want to talk about politics (like getting screwed over by the State) or religion (like how people down South think free highways are the 11th Commandment).

Anyway, Gary, how are the roads supported in and around Yggsburgh? Taxes or tolls? or a combination of the two?

Heh, I already am, though I mostly lurk.

Col_Pladoh

Wednesday, 20th July, 2005, 03:19 PM

Quote:

Originally Posted by dcas

You'll want to subscribe to Gary's talk list if you want to talk about politics (like getting screwed over by the State) or religion (like how people down South think free highways are the 11th Commandment).

Anyway, Gary, how are the roads supported in and around Yggsburgh? Taxes or tolls? or a combination of the two?

Well amigo...

The Trolls are likely to hate you for asking that question, as I do not specifically deal with the maintenance of roads, and now U am wishing I had wrtten a couple of paragraphs on that ant the upkeep of the streets in the town too.

Yggsburgh has plenty of tax and monopoly income to cover the repait of local roads. Away from town it's not done unless there's a washout somewhere. In that casr the Lord Mayor or nearest concerned noble will see that repairs are made.

In the town proper the streets are repaired by the street cleaning department. In the outs the Lord Mayor requires property owners fronting the way to keep it in good repair, with the town seeing to the main roads where they have no adjacent landowner.

Cheers,
Gary

Zudrak

Wednesday, 20th July, 2005, 04:45 PM

Quote:

Originally Posted by **Col_Pladoh**

The Trolls are likely to hate you for asking that question, as I do not specifically deal with the maintenance of roads, and now U am wishing I had wrtten a couple of paragraphs on that ant the upkeep of the streets in the town too.

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In the town proper the streets are repaired by the street cleaning department. In the outs the Lord Mayor requires property owners fronting the way to keep it in good repair, with the town seeing to the main roads where they have no adjacent landowner.

It looks like the Trolls have their first snippet for a compilation of articles regarding Yggsburgh for either a CZ PDF "web-extra" or for a Crusader article. Nice.

Gentlegamer

Wednesday, 20th July, 2005, 04:57 PM

Quote:

Originally Posted by **dcas**

I prefer tolls to taxes (why should someone pay taxes for a road on which he might not even drive?), and NJ gas taxes are nice and low.

Emergency vehicles, delivery trucks, and the like use the roads . . . all benefitting you . . .

Col_Pladoh

Wednesday, 20th July, 2005, 05:02 PM

Ho Zudrak!

I sent off an email about an hour ago adding the material about road care to the entry regarding the Yggsburgh Street Department. No reply as yet.

Darlene is putting on the final touches (my corrections of my own sloppy work) on the town map, so the whole long project is about in the proverbial can, as they say in the motion picture business :uhoh:

Now I had better go and check the trolls website, as they didn't mmention the new material to me...

Ciao,
Gary

Col_Pladoh

Wednesday, 20th July, 2005, 05:05 PM

Quote:

Originally Posted by **Gentlegamer**

Emergency vehicles, delivery trucks, and the like use the roads . . . all benefitting you . . .

Small type doesn't avoid the proscription of political discussion, amigo :]

Cheers,
Gary

Gentlegamer

Wednesday, 20th July, 2005, 05:15 PM

There is no controlling legal authority.

;)

Zudrak

Wednesday, 20th July, 2005, 06:20 PM

Quote:

Originally Posted by **Col_Pladoh**

Ho Zudrak!

I sent off an email about an hour ago adding the material about road care to the entry regarding the Yggsburgh Street Department. No reply as yet.

Darlene is putting on the final touches (my corrections of my own sloppy work) on the town map, so the whole long project is about in the proverbial can, as they say in the motion picture business :uhoh:

Even better, IMO. :) My post was pretty much thinking out loud. :confused:

Quote:

Now I had better go and check the trolls website, as they didn't mmention the new material to me...

I wonder if Peter will rib you for tinkering with the mss. like he ribbed himself for continually tinkering with his own artwork. :) You know, for "liberally" adding to CZ. Ha-ha! *ducks*

On a more important topic, how've you been feeling?

gideon_thorne

Wednesday, 20th July, 2005, 06:26 PM

I? I rib someone for wishing to persue perfection in their craft? Perish the thought. *assumes angelic pose # 125*

Quote:

*Originally Posted by **Zudrak***

Even better, IMO. :) My post was pretty much thinking out loud. :confused:

*I wonder if Peter will rib you for tinkering with the mss. like he ribbed himself for continually tinkering with his own artwork. :) You know, for "liberally" adding to CZ. Ha-ha! *ducks**

On a more important topic, how've you been feeling?

Col_Pladoh

Wednesday, 20th July, 2005, 06:38 PM

Quote:

*Originally Posted by **Gentlegamer***

There is no controlling legal authority.

;

Heh, and tell that to Morrus or one of the moderators :\

Cheers,
Gary

Gray Mouser

Wednesday, 20th July, 2005, 06:39 PM

Hi Gary, I was wondering recently about how you handled Material Spell Components in your Greyhawk Campaign. I know some DM's simply ignore them. On the other hand, I seem to recall an article in *Dragon* some time ago about purchasing them in a "magic store" (a concept I don't particularly like, much like the ever-popular "Mage's Guild", but that's another story ;). Personally, I assume that *most* spell components are covered in the monthly living and level training costs except those that are rather expensive, e.g., diamond powder, gems, etc.; basically anything that the PHB or UA lists as having a (usually exhorbinant) cost.

Did you ignore them? Stick pretty much by the book? Require PC's to role-play their acquisition?

Thanks in advance.

Gray Mouser

Gray Mouser

Wednesday, 20th July, 2005, 06:43 PM

Heh, another Spell-related question, Colonel.

In *Unearthed Arcana* you list the value of standard spell books as 500 Experience Points "per spell level contained therein" (p. 79). Does this mean that if a spell book contained 5 first level spells it would be worth 2,500 XP? I assume that's the case, as a scroll with a like number of 1st level spells would be worth 500 XP.

there is no value listed for *travelling* spell books, however. Would these tomes be worth the same as a standard spell book or, perhaps because of their less sturdy construction, they would be worth a lesser amount of XP.

Gray Mouser

Col_Pladoh

Wednesday, 20th July, 2005, 06:44 PM

Quote:

*Originally Posted by **Zudrak***

Even better, IMO. :) My post was pretty much thinking out loud. :confused:

Sure, and Steve at TLG is up to his butt in production alligators, but what the heck, publishers need some flogging now and again :lol:

Quote:

*I wonder if Peter will rib you for tinkering with the mss. like he ribbed himself for continually tinkering with his own artwork. :) You know, for "liberally" adding to CZ. Ha-ha! *ducks**

He should, as should Darlene who is getting the short end of the stick. I did promise to buy Darlene and her husband Vincent (if you saw the TV show about Nostradamus' 500th birthday anniversary, Vincent appeared therein and did the narration) dinner for all the bother I have been with my tinkering.

Quote:

On a more important topic, how've you been feeling?

Quite well thank you very much. My main complaint is lack of energy for long-haul projects. After a couple of hours work I get tired and need to kick back and goof off for a like period. I am doing a lot of most enjoyable reading though :cool:

Cheers,
Gary

Col_Pladoh

Wednesday, 20th July, 2005, 06:53 PM

Quote:

*Originally Posted by **Gray Mouser***

Hi Gary, I was wondering recently about how you handled Material Spell Components in your Greyhawk Campaign. I know some DM's simply ignore them. On the other hand, I seem to recall an article in Dragon some time ago about purchasing them in a "magic store" (a concept I don't particularly like, much like the ever-popular "Mage's Guild", but that's another story :)). Personally, I assume that most spell components are covered in the monthly living and level training costs except those that are rather expensive, e.g., diamond powder, gems, etc.; basically anything that the PHB or UA lists as having a (usually exhorbinant) cost.

Did you ignore them? Stick pretty much by the book? Require PC's to role-play their acquisition?

Thanks in advance.

Gray Mouser

Ho 'Mouser:)

Spell components are rather a niggling consideration for the most part. I do assume that the common sort are acquired easily during non-adventuring time at various shops such as the apothecary's or a spell components dealer--there would be such places in large communities in a magic-active milieu.

As you note, the more costly and difficult to obtain components are meat and drink for special adventures--or a fine way to strip mages of precious treasure so as to have powdered diamond or corundum gem powder such as sapphire, ruby, etc.

If a group really enjoys shopping and hunting for strange items, the spell components are there for the DM to use as reasons for such play. Otherwise, they can be pretty well a side consideration that needs arise only for special quests.

Cheerio,
Gary

Gray Mouser

Wednesday, 20th July, 2005, 06:56 PM

Last Spell Book Question (for now...)

OK, here's my final spell book question (of the day). UA states that standard spell books can contain "up to 36 cantrips, 24 spells of 1st-3rd level, up to 16 spells of 4th-6th level, or up to 8 spells of 7th-9th level" (p. 79). Travelling spell books, on the other hand, have the following capacities: "nine cantrips; six spells of 1st, 2nd, and/or 3rd level; four spells of 4th, 5th and/or 6th level; or two spells of 7th, 8th and/or 9th level" (p. 79).

Now, does this mean it is possible for a spell book to have spells of various levels in it, or does each spell book have to be dedicated to a specific spell level (like the 1st level spell book a beginning M-U or Illusionist acquires from their master)? Also, if spells of various levels can be contained within a single book do these levels have to be of the groups listed above (i.e., 1st-3rd, 4th-6th, and 7th-9th) or could they be from *any* level (e.g., a spell book containing spells of all levels from 1st to 9th)? If this last is the case, how would you figure out the number of spells a book can contain given the number/level restrictions?

I know, a complicated question and one that probably has an obvious answer, but this has been bugging me recently as a certain M-U/Thief in my campaign is always on about finding a mage's spell-book (and when he *does* it's sure to be trapped, perhaps with a [i]Symbol of Death[i] :.)

Gray Mouser

PS

Oh yeah, did any of the Greyhawk PC's ever find an entire spell book as opposed to just picking up spells from scrolls?

Col_Pladoh

Wednesday, 20th July, 2005, 06:59 PM

Quote:

*Originally Posted by **Gray Mouser***

Heh, another Spell-related question, Colonel.

In Unearthed Arcana you list the value of standard spell books as 500 Experience Points "per spell level contained therein" (p. 79). Does this

mean that if a spell book contained 5 first level spells it would be worth 2,500 XP? I assume that's the case, as a scroll with a like number of 1st level spells would be worth 500 XP.

there is no value listed for travelling spell books, however. Would these tomes be worth the same as a standard spell book or, perhaps because of their less sturdy construction, they would be worth a lesser amount of XP.

Gray Mouser

Salut!

Yes, a 1st Level soell book (traveling or not) with five spells in it would bring 2,500 XP to the magic-user gaining it.

I value traveling spell books using the same base as regular ones. All such works are miniaturized and made of very sturdy materials so as to withstand the wear and tear of being caried about on adventures. Of course the number of spells in such smaller volumes will typically be less than the main spell books, so their XP value will be lower.

Cheers,
Gary

Col_Pladoh

Wednesday, 20th July, 2005, 07:05 PM

Quote:

Originally Posted by **Gray Mouser**

OK, here's my final spell book question (of the day). UA states that standard spell books can contain "up to 36 cantrips, 24 spells of 1st-3rd level, up to 16 spells of 4th-6th level, or up to 8 spells of 7th-9th level" (p. 79). Travelling spell books, on the other hand, have the following capacities: "nine cantrips; six spells of 1st, 2nd, and/or 3rd level; four spells of 4th, 5th and/or 6th level; or two spells of 7th, 8th and/or 9th level" (p. 79).

Now, does this mean it is possible for a spell book to have spells of various levels in it, or does each spell book have to be dedicated to a specific spell level (like the 1st level spell book a beginning M-U or Illusionist acquires from their master)? Also, if spells of various levels can be contained within a single book do these levels have to be of the groups listed above (i.e., 1st-3rd, 4th-6th, and 7th-9th) or could they be from any level (e.g., a spell book containing spells of all levels from 1st to 9th)? If this last is the case, how would you figure out the number of spells a book can contain given the number/level restrictions?

I know, a complicated question and one that probably has an obvious answer, but this has been bugging me recently as a certain M-U/Thief in my campaign is always on about finding a mage's spell-book (and when he does it's sure to be trapped, perhaps with a [i]Symbol of Death[i] :]).

Gray Mouser

PS

Oh yeah, did any of the Greyhawk PC's ever find an entire spell book as opposed to just picking up spells form scrolls?

Lengthy query, short reply ;)

There is no reason a mage couldn't have a spell book with varying levels of spells. The mu-thief you mention could indeed find a trapped spell book with a symbol of death--but that would be a device that lessened the number of actual spells the book was able to contain.

Greyhawk Campaign PCs have indeed found both traveling and normal spell books--rarely, but on several occasions.

Cheers,
Gary

Gray Mouser

Wednesday, 20th July, 2005, 07:18 PM

Quote:

Originally Posted by **Col_Pladoh**

Lengthy query, short reply ;)

There is no reason a mage couldn't have a spell book with varying levels of spells. The mu-thief you mention could indeed find a trapped spell book with a symbol of death--but that would be a device that lessened the number of actual spells the book was able to contain.

Greyhawk Campaign PCs have indeed found both traveling and normal spell books--rarely, but on several occasions.

Cheers,
Gary

Thanks for answering my questions, Gary, I appreciate it.

However, there is one thing I'd like you to clarify if you could. Since you give limits to the number of spells contained in each spell book by the spells' level, how would you determine this number if the spells therein were of various levels more then the 1-3, 4-6, 7-9 groupings? E.g., could a standard spell book that already contained 5 ninth level spells (a great find, indeed) contain an additional 5 sixth level spells, or would this violate the level limit for the spell book?

Hope I'm making sense here.

Gray Mouser

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Col_Pladoh

Wednesday, 20th July, 2005, 07:31 PM

Quote:

Originally Posted by **Gray Mouser**

Thanks for answering my questions, Gary, I appreciate it.

However, there is one thing I'd like you to clarify if you could. Since you give limits to the number of spells contained in each spell book by the spells' level, how would you determine this number if the spells therein were of various levels more then the 1-3, 4-6, 7-9 groupings? E.g., could a standard spell book that already contained 5 ninth level spells (a great find, indeed) contain an additional 5 sixth level spells, or would this violate the level limit for the spell book?

Hope I'm making sense here.

Gray Mouser

Heh, and I'll quote yor earlier post:

"UA states that standard spell books can contain "up to 36 cantrips, 24 spells of 1st-3rd level, up to 16 spells of 4th-6th level, or up to 8 spells of 7th-9th level" (p. 79). Travelling spell books, on the other hand, have the following capacities: "nine cantrips; six spells of 1st, 2nd, and/or 3rd level; four spells of 4th, 5th and/or 6th level; or two spells of 7th, 8th and/or 9th level" (p. 79). "

A spell book can hold 8 spells of 7th+ level. If 5 are inscribed, that means it is at 5/8ths capacity, so it could indeed contain 6 additional spells of 4th-6th level, or 9 of 1st-3rd level.

Cheers,
Gary

Zudrak

Wednesday, 20th July, 2005, 07:44 PM

Quote:

Originally Posted by **Col_Pladoh**

Sure, and Steve at TLG is up to his butt in production alligators, but what the heck, publishers need some flogging now and again :lol:

LOL I guess it's better to "get it right the first time" -- a phrase uttered often by my father whilst I was growing up. :heh: I did not catch the Nostradamus show, but I knew Darlene's husband is an historian.

How long before the Trolls just hook you up to some sort of mind-meld machine and go looking for all the ideas, memories, and RPG goldmines you've got bouncing around in your head? :eek: I guess they'd hook up Mr. Mentzer next to edit you. :p

Quote:

Quite well thank you very much. My main complaint it lack of energy for long-haul projects. After a couple of hours work I get tired and need to kick back and goof off for a like period. I am doing a lot of most enjoyable reading though :cool:

Oh, you mean my posts. :) Just kidding, of course. It's heartening to hear you're able to pretty much do what you want during the day. I am sure you'll get the endurance up to tackle the long-haul projects. Putting up with the likes of me and Peter on various boards has to be getting you in "shape". :hoh:

Gray Mouser

Wednesday, 20th July, 2005, 07:59 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh, and I'll quote yor earlier post:

"UA states that standard spell books can contain "up to 36 cantrips, 24 spells of 1st-3rd level, up to 16 spells of 4th-6th level, or up to 8 spells of 7th-9th level" (p. 79). Travelling spell books, on the other hand, have the following capacities: "nine cantrips; six spells of 1st, 2nd, and/or 3rd level; four spells of 4th, 5th and/or 6th level; or two spells of 7th, 8th and/or 9th level" (p. 79). "

A spell book can hold 8 spells of 7th+ level. If 5 are inscribed, that means it is at 5/8ths capacity, so it could indeed contain 6 additional spells of 4th-6th level, or 9 of 1st-3rd level.

Cheers,
Gary

Thanks Gary, that's actually quite a bit clearer now!

Gray Mouser

PS

No wonder my namesake never made it as a mage, this stuff's troublesome ;)

Zudrak

Wednesday, 20th July, 2005, 08:11 PM

Quote:

*Originally Posted by **gideon_thorne***

*I? I rib someone for wishing to persue perfection in their craft? Perish the thought. *assumes angelic pose # 125**

Is that the pose where it looks like you're in a Sears or JC Penney catalog? :)

Col_Pladoh

Wednesday, 20th July, 2005, 08:41 PM

Quote:

*Originally Posted by **Zudrak***

LOL I guess it's better to "get it right the first time" -- a phrase uttered often by my father whilst I was growing up. :heh: I did not catch the Nostradamus show, but I knew Darlene's husband is an historian.

A good motto to adhere to, that, but sometimes being expeditious takes precedence :heh:

Quote:

How long before the Trolls just hook you up to some sort of mind-meld machine and go looking for all the ideas, memories, and RPG goldmines you've got bouncing around in your head? :eek: I guess they'd hook up Mr. Mentzer next to edit you. :p

Someone is actually working along those general lines in reagrds my memories...

Hooking Frank up would assuredly keep him occupied :lol:

Quote:

Oh, you mean my posts. :) Just kidding, of course. It's heartening to hear you're able to pretty much do what you want during the day. I am sure you'll get the endurance up to tackle the long-haul projects. Putting up with the likes of me and Peter on various boards has to be getting you in "shape". :uhoh:

Responding to posts, and some of the email messages I receive, is recreational and social.

Delving into a long project where all must be connected and fit correctly for me means keeping one's mind fixed on that work continuously until the work is completed. In all that means no less than six or more hours a day, seven days per week, until concluded.

Cheerio,
Gary

Col_Pladoh

Wednesday, 20th July, 2005, 08:45 PM

Quote:

*Originally Posted by **Gray Mouser***

Thanks Gary, that's actually quite a bit clearer now!

Gray Mouser

PS

No wonder my namesake never made it as a mage, this stuff's troublesome ;)

Careless of me not to go the extra step or two to make sure the matter was crystal clear in the first place :eek:

Having met Harry Fisher, the chap that Fritz Leiber used as the model for Gray Mouser, I suspect the reason for no progressing in magical ability was more do to revels and adventuring than other reasons ;)

Cheers,
Gary

Gray Mouser

Wednesday, 20th July, 2005, 09:26 PM

Quote:

Originally Posted by **Col_Pladoh**

Having met Harry Fisher, the chap that Fritz Leiber used as the model for Gray Mouser, I suspect the reason for no progressing in magical ability was more do to revels and adventuring than other reasons ;)

Cheers,
Gary

Heh, I see. So how close was Fisher to the Gray Mouser in your estimation?

As for the Gray Mouser's ability (or lack thereof) at magic, his disintegration of the mages in "The Lord's of Quarmall" is one of my favorite episodes, especially since they were the *wrong* mages :lol:

Gray Mouser

Zudrak

Wednesday, 20th July, 2005, 09:32 PM

Quote:

Originally Posted by **Col_Pladoh**

Responding to posts, and some of the email messages I receive, is recreational and social.

Delving into a long project where all must be connected and fit correctly for me means keeping one's mind fixed on that work continuously until the work is completed. In all that means no less than six or more hours a day, seven days per week, until concluded.

Then I pray you continue to improve so that you can tackle said projects. Your activity here and on other boards and emails certainly seem to indicate you're mending well. :) I hope that continues. Thanks for your earnest responses, Gary.

dcas

Wednesday, 20th July, 2005, 09:36 PM

Quote:

Originally Posted by **Gentlegamer**

Emergency vehicles, delivery trucks, and the like use the roads . . . all benefitting you . . .

Yes, and that's why they typically charge fees for their services, just like any businessman in Yggsburgh would. ;)

Col_Pladoh

Wednesday, 20th July, 2005, 09:39 PM

Quote:

Originally Posted by **Gray Mouser**

Heh, I see. So how close was Fisher to the Gray Mouser in your estimation?

As for the Gray Mouser's ability (or lack thereof) at magic, his disintegration of the mages in "The Lord's of Quarmall" is one of my favorite episodes, especially since they were the wrong mages :lol:

Gray Mouser

I met Harry once only, and for only something less than a week's time. Physically, the good Mr. Fisher matched the description of Gray Mouser, he having been a ballet dancer in his prime. Mentally he was keen and sharp-tongued to match, quite the opposite of the more laconic and easy-going Mr. Leiber, his dear friend. Harry was also ascerbic of wit, outspoken, and demanding. He was flamboyant in dress and at times in speaking. He loved to imbibe and have fun, so at Gencon X his room was party central. Fritz retired early...even whrn he was my house guest after the convention was over.

That's what I can pass along.

Cheers,
Gary

Frank Mentzer

Friday, 22nd July, 2005, 12:01 AM

Quote:

Originally Posted by **Col_Pladoh**

Yggsburgh Street Department

So when are the Trolls releasing that as a T-shirt?

Col_Pladoh

Friday, 22nd July, 2005, 12:06 AM

Quote:

Originally Posted by **Frank Mentzer**

So when are the Trolls releasing that as a T-shirt?

"Yggsburgh Street Department" or perhaps "Yggsburgh Street Walker"....

Framk, how many and at what price do you believe you could auction off at GenCon? Based on your advice, I'll see what the trolls have to say :lol:

Cheerio,
Gary

gideon_thorne

Friday, 22nd July, 2005, 12:11 AM

Quote:

Originally Posted by **Col_Pladoh**

"Yggsburgh Street Department" or perhaps "Yggsburgh Street Walker"....

Framk, how many and at what price do you believe you could auction off at GenCon? Based on your advice, I'll see what the trolls have to say :lol:

Cheerio,
Gary

Anythings better than the 'staff' shirts Steve wants to make. :p

Im making button designs. :)

<http://ravenchilde.com/trollbutton.jpg>

Gray Mouser

Friday, 22nd July, 2005, 01:57 AM

Quote:

Originally Posted by **gideon_thorne**

Anythings better than the 'staff' shirts Steve wants to make. :p

Im making button designs. :)

<http://ravenchilde.com/trollbutton.jpg>

Hey, looks good, but how about a **r2 a**troll button. You know the kind... "horrid carnivores... loathsome... thin and rubbery." Did I leave any descriptives out? ;)

Gray Mouser

gideon_thorne

Friday, 22nd July, 2005, 02:00 AM

Quote:

Originally Posted by **Gray Mouser**

Hey, looks good, but how about a **real** troll button. You know the kind... "horrid carnivores... loathsome... thin and rubbery." Did I leave any descriptives out? ;)

Gray Mouser

chuckles yes. Tall, brutish, powefully built scandinavian giant kin...the mythological descriptors I go by. ;)

Sides the Erdian "Troll Lord" is rather a different sort of critter.

francisca

Friday, 22nd July, 2005, 03:57 AM

Quote:

Originally Posted by **Col_Pladoh**

"Yggsburgh Street Department" or perhaps "Yggsburgh Street Walker"....

Framk, how many and at what price do you believe you could auction off at GenCon? Based on your advice, I'll see what the trolls have to say :lol:

Cheerio,
Gary

To hell with that! Get 'em ready for the end of the month!!! They should be the official t-shirt of the LGGC.

Orius

Friday, 22nd July, 2005, 05:12 AM

Quote:

Originally Posted by **Col_Pladoh**

Howdy:)

As a DM who wants the players to be as pleased as possible with the process. I typically allow stat rolls of d46, taking the three highest, and allowing the totals to be arranged in whatever order the player desires.

In regards to HPs, I typically say re-roll any 1, and I agree with the initial GD being at the max--a good way to assist in survival of low-IEvEI PCs :cool:

Wow, that's fairly lenient. While I've nearly always allowed the 4d6 method for stats, I'm usually strict on hps. In my games, a player always rolled for 1st level and kept the roll, no matter how bad until I switched to 3e. I've always ruled that the player gets whatever he rolls when he levels, even if it's a 1.

Zudrak

Friday, 22nd July, 2005, 06:00 AM

Quote:

Originally Posted by **Col_Pladoh**

"Yggsburgh Street Department" or perhaps "Yggsburgh Street Walker"....

Slogans?

"Your trash is our business"

"We sweep the night away"

"Keeping the streets from becoming ill-manured"

Col_Pladoh

Friday, 22nd July, 2005, 04:18 PM

Quote:

Originally Posted by **gideon_thorne**

Anythings better than the 'staff' shirts Steve wants to make. :p

Im making button designs. :)

<http://ravenchilde.com/trollbutton.jpg>

Nonsense!

We will look smashing in pumpkin orange and black bowling shirts. After all I, at least. am rather rotund...

Pity the LGGC isn't slated for all Hallows Eve.

BTW. the opening pun on the rock group is absolutely intentional :eek:

:heh:
Gary

Col_Pladoh

Friday, 22nd July, 2005, 04:19 PM

Quote:

Originally Posted by **Gray Mouser**

*Hey, looks good, but how about a **real** troll button. You know the kind... "horrid carnivores... loathsome... thin and rubbery." Did I leave any descriptives out? ;)*

Gray Mouser

'Mouser...

Just wait until you see pics of us in those bowling shirts. Speaking of loathsome... :mad:

Bah!
Gary

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Friday, 22nd July, 2005, 04:24 PM

Quote:

*Originally Posted by **francisca****To hell with that! Get 'em ready for the end of the month!!! They should be the official t-shirt of the LGGC.*

Better by far than what the "Staff" must sport at the event.

BTW, all that are planning on reveling in hilarity at the Troll Lord Games pumpkin shirts, we plan to have an "open porch" at our house on Thursday night in lieu of the usual RPG game session. convEntioneers welcome, but BYOB :p

The addy is 316 Madison Street.

Cheers,
Gary

Col_Pladoh

Friday, 22nd July, 2005, 04:30 PM

Quote:

*Originally Posted by **Orius****Wow, that's fairly lenient. While I've nearly always allowed the 4d6 method for stats, I'm usually strict on hps. In my games, a player always rolled for 1st level and kept the roll, no matter how bad until I switched to 3e. I've always ruled that the player gets whatever he rolls when he levels, even if it's a 1.*

Well, Orius...

After long years as a DM I have learned that the group enjoyment is enhanced if players have PCs they are satisfied with and don't have a better than even chance of having to create a new one several times before attaining 3rd or higher level...unless that play badly. Starting a 1st level character with maximum HPs helps survival chances a good deal, and re-rolling any HD that is a 1 does the same. After all, the PCs are supposed to be most exceptional individuals :cool:

cheers,
Gary

Col_Pladoh

Friday, 22nd July, 2005, 04:39 PM

Quote:

*Originally Posted by **Zudrak****Slogans?**"Your trash is our business"**"We sweep the night away"**"Keeping the streets from becoming ill-manured"*

Heh...

Good work Zudrak.

I am now ready to wear a T-shirt saying "YGBS BURG STREET DEPARTMENT, We sweep the night away."

Maybe "nightsoil"?

Cheers,
Gary

Zudrak

Friday, 22nd July, 2005, 04:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

...Maybe "nightsoil"?

LOL!!! Ew.

Mystery Man

Friday, 22nd July, 2005, 04:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

We will look smashing in pumpkin orange and black bowling shirts. After all I, at least, am rather rotund...

Sigh that brings back bad memories, those were my highschool colors. Our football uniforms looked ridiculous. :\ Opposing team fans would bring signs like "Smash the pumpkins!" and the like.

Gray Mouser

Friday, 22nd July, 2005, 05:05 PM

Quote:

*Originally Posted by **Col_Pladoh***

Better by far than than what the "Staff" must sport at the event.

BTW, all that are planning on reveling in hilarity at the Troll Lord Games pumpkin shirts, we plan to have an "open porch" at our house on Thursday night in lieu of the usual RPG game session. convEntioneers welcome, but BYOB :p

The addy is 316 Madison Street.

*Cheers,
Gary*

Damn, it's stuff like this that really makes me wish I was able to attend. Well, that and seeing Gary dressed as a pumpkin, of course :uhoh:

Gray Mouser

Col_Pladoh

Friday, 22nd July, 2005, 05:49 PM

Quote:

*Originally Posted by **Mystery Man***

Sigh that brings back bad memories, those were my highschool colors. Our football uniforms looked ridiculous. :\ Opposing team fans would bring signs like "Smash the pumpkins!" and the like.

Indeed!

Orange is generally an unfortunate hue for a football uniform, and that is said considering the Chicago Bears.

I trust your team fought fiercely, impressed the opponents with their prowess, despite the possible resemblance to being Jack-O-Lanterns :uhoh:

Heh,
Gary

Col_Pladoh

Friday, 22nd July, 2005, 05:51 PM

Quote:

*Originally Posted by **Gray Mouser***

Damn, it's stuff like this that really makes me wish I was able to attend. Well, that and seeing Gary dressed as a pumpkin, of course :uhoh:

Gray Mouser

Such costuming is not remarkable for me, as I have little pride regarding such matters. Have you seen that dreadful video wherein I am dressed shabbily as a seedy wizard leading the parade of costumed conventioners at GenCon 2000?

:lol: :mad: :lol:
Gary

francisca

Friday, 22nd July, 2005, 06:13 PM

Quote:

*Originally Posted by **Col_Pladoh***

Better by far than than what the "Staff" must sport at the event.

BTW, all that are planning on reveling in hilarity at the Troll Lord Games pumpkin shirts, we plan to have an "open porch" at our house on Thursday night in lieu of the usual RPG game session. convEntioneers welcome, but BYOB :p

The addy is 316 Madison Street.

Cheers,
Gary

Argh. Turns out the kids will be along with us, or my wife and I would surely be there.

Col_Pladoh

Friday, 22nd July, 2005, 06:18 PM

Quote:

*Originally Posted by **francisca***

Argh. Turns out the kids will be along with us, or my wife and I would surely be there.

Children are dear...but surely a handicap at a gamer get-together :eek:

Cheers,
Gary

francisca

Friday, 22nd July, 2005, 06:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

Children are dear...but surely a handicap at a gamer get-together :eek:

Cheers,
Gary

True enough. The initial plans called for leaving our 2 boys with out in-laws while were went to the Con. But, those plans have fallen through, so I'll be bringing the whole crew.

Gray Mouser

Friday, 22nd July, 2005, 07:07 PM

Quote:

*Originally Posted by **Col_Pladoh***

Such costuming is not remarkable for me, as I have little pride regarding such matters. Have you seen that dreadful video wherein I am dressed shabbily as a seedy wizard leading the parade of costumed conventioners at GenCon 2000?

:lol: :mad: :lol:
Gary

Uh, no, I must have missed that one, I'm afraid. I can only hope that someone has posted the footage on the web somewhere for all our enjoyment ;)

The upcoming Convention sounds like it's going to be fun. It's too bad I'm going to miss it (actually, I've never been to a gaming con of any kin, despite having played since 1979 or thereabouts).

Gray Mouser

Col_Pladoh

Friday, 22nd July, 2005, 08:08 PM

Quote:

*Originally Posted by **francisca***

True enough. The initial plans called for leaving our 2 boys with out in-laws while were went to the Con. But, those plans have fallen through, so I'll be bringing the whole crew.

Great for the kinder, and surely memorable for the parents, but somewhat restricting the things one can do. good thing this isn't a SF con with hall costume contest, bar gatherings whereat all the lacious songs are sung as booze is swilled by the gallon.

My wife is still talking about how badly Robert Asprin outdid me in vulgar ditties and quaffing of alcohol. :]

:heh: :lol: :heh:
Gary

Col_Pladoh

Friday, 22nd July, 2005, 08:12 PM

Quote:

Originally Posted by **Gray Mouser**

Uh, no, I must have missed that one, I'm afraid. I can only hope that someone has posted the footage on the web somewhere for all our enjoyment ;)

...and to my chagrin assuredly...

Quote:

The upcoming Convention sounds like it's going to be fun. It's too bad I'm going to miss it (actually, I've never been to a gaming con of any kin, despite having played since 1979 or thereabouts).

Gray Mouser

Please! You must make every effort to attend a convention. Nothing like them. If you want large, go to Gencon...and there's a chance I'll be at the event in 2006. For more relaxed and intimate enjoyment, plan on a local con or next year's Lake Geneva Gaming Convention--fun, fellowship, and new friends to :D

Cheers,
Gary

gideon_thorne

Friday, 22nd July, 2005, 08:34 PM

Quote:

Originally Posted by **Col_Pladoh**

My wife is still talking about how badly Robert Asprin outdid me in vulgar ditties and quaffing of alcohol. :]

:heh: :lol: :heh:
Gary

chuckles According to the folks that work with him, he hasn't slowed down any. :cool:

francisca

Friday, 22nd July, 2005, 08:49 PM

Quote:

Originally Posted by **Col_Pladoh**

Please! You must make every effort to attend a convention. Nothing like them. If you want large, go to Gencon...and there's a chance I'll be at the event in 2006. For more relaxed and intimate enjoyment, plan on a local con or next year's Lake Geneva Gaming Convention--fun, fellowship, and new friends to :D

Cheers,
Gary

Let me second this. You should try a couple of Cons, at least one large and one small.

francisca

Friday, 22nd July, 2005, 08:55 PM

Quote:

Originally Posted by **Col_Pladoh**

Great for the kinder, and surely memorable for the parents, but somewhat restricting the things one can do. good thing this isn't a SF con with hall costume contest, bar gatherings whereat all the lacivious songs are sung as booze is swilled by the gallon.

My wife is still talking about how badly Robert Asprin outdid me in vulgar ditties and quaffing of alcohol. :]

:heh: :lol: :heh:
Gary

I still think we'll manage a great time in LG. Wife and kids poolside, me chucking dice.....

And RE: Mr. Asprin. Outdo you at vulgar ditties.....mmmm.....sounds like quite a feat.. :D

Col_Pladoh

Friday, 22nd July, 2005, 09:17 PM

Quote:

Originally Posted by **gideon_thorne**

**chuckles* According to the folks that work with him, he hasn't slowed down any. :cool:*

>Gary crouches and slinks away hoping to pass unnoticed..."< :uhoh:

Col_Pladoh

Friday, 22nd July, 2005, 09:20 PM

Quote:

Originally Posted by **francisca**

I still think we'll manage a great time in LG. Wife and kids poolside, me chucking dice.....

And RE: Mr. Asprin. Outdo you at vulgar ditties....mmmm....sounds like quite a feat.. :D

There's plenty around the LG area to amuse youngsters, including a water park (Timber Ridge), a hotel swimming pool at the con site, a local beach, and a couple of miniature golf courses. Boat rides and a petting zoo are also options.

Cheers,
Gary

med stud

Friday, 22nd July, 2005, 09:27 PM

Quote:

Originally Posted by **gideon_thorne**

**chuckles* yes. Tall, brutish, powerfully built scandinavian giant kin...the mythological descriptors I go by. :)*

Sides the Erdian "Troll Lord" is rather a different sort of critter.

Time for an extreme tangent: Our (Scandinavian) trolls, in myth at least, looked like humans except for the tail. They were also able to shift shape into different creatures and they were also invisible for everyone except those born at ~12 pm (the "ghost hour"). They were skilled magicians and very rich ("rich as a troll" is still a Swedish expression for "filthy rich"). They liked to switch their children for human children (essentially changelings). They also captured people from time to time; to escape it was easiest to sing a psalm or say a prayer, then they threw you out. They couldn't approach the sign of the cross or steel so there were ways to protect yourself against them. They also burst in sun light, they didn't turn to stone.

A sign of their knowledge of magic is that wizard in Swedish is "Trollkarl" (= "Troll man" literally) and to do magic is known as "trolla" ("to troll" (not to be confused with internet behaviour ;))).

As trolls don't exist IRL your definition is as good as any and I think there is a lot of cross referencing going on between trolls and giants in Scandinavian folklore but giants are closer to what you describe if you want to stay close to Scandinavian myth.

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gideon_thorne

Friday, 22nd July, 2005, 09:35 PM

Thank you kindly for the information. Ill make a note of it for our next C&C monster book. :)

Quote:

Originally Posted by **med stud**

Time for an extreme tangent: Our (Scandinavian) trolls, in myth at least, looked like humans except for the tail. They were also able to shift shape into different creatures and they were also invisible for everyone except those born at ~12 pm (the "ghost hour"). They were skilled magicians and very rich ("rich as a troll" is still a Swedish expression for "filthy rich"). They liked to switch their children for human children (essentially changelings). They also captured people from time to time; to escape it was easiest to sing a psalm or say a prayer, then they threw you out. They couldn't approach the sign of the cross or steel so there were ways to protect yourself against them. They also burst in sun light, they didn't turn to stone.

A sign of their knowledge of magic is that wizard in Swedish is "Trollkarl" (= "Troll man" literally) and to do magic is known as "trolla" ("to troll" (not to be confused with internet behaviour ;))).

As trolls don't exist IRL your definition is as good as any and I think there is a lot of cross referencing going on between trolls and giants in Scandinavian folklore but giants are closer to what you describe if you want to stay close to Scandinavian myth.

Col_Pladoh

Friday, 22nd July, 2005, 09:37 PM

Quote:

Originally Posted by **med stud**

Time for an extreme tangent: Our (Scandinavian) trolls, in myth at least, ...

As is said here in Wisconsin, Uff da!

Cheers,
Gary

med stud

Friday, 22nd July, 2005, 09:48 PM

Well, you're welcome! This is basically stuff my grandmother told me when I was a kid so it was no biggie for me :)

gideon_thorne

Friday, 22nd July, 2005, 09:53 PM

chuckles I get my inspiration for the look of a 'monster' from a similar source. Folk tales from my yorkshire dad and londoner mom.

Quote:

Originally Posted by **med stud**

Well, you're welcome! This is basically stuff my grandmother told me when I was a kid so it was no biggie for me ;)

francisca

Friday, 22nd July, 2005, 10:04 PM

Quote:

Originally Posted by **med stud**

Well, you're welcome! This is basically stuff my grandmother told me when I was a kid so it was no biggie for me ;)

And that is the best kind of knowledge, IMHO.

Geoffrey

Saturday, 23rd July, 2005, 12:21 AM

Quote:

Originally Posted by **med stud**

Time for an extreme tangent: Our (Scandinavian) trolls, in myth at least, looked like humans except for the tail. They were also able to shift shape into different creatures and they were also invisible for everyone except those born at ~12 pm (the "ghost hour"). They were skilled magicians and very rich ("rich as a troll" is still a Swedish expression for "filthy rich"). They liked to switch their children for human children (essentially changelings). They also captured people from time to time; to escape it was easiest to sing a psalm or say a prayer, then they threw you out. They couldn't approach the sign of the cross or steel so there were ways to protect yourself against them. They also burst in sun light, they didn't turn to stone.

A sign of their knowledge of magic is that wizard in Swedish is "Trollkarl" (= "Troll man" literally) and to do magic is known as "trolla" ("to troll" (not to be confused with internet behaviour ;))).

As trolls don't exist IRL your definition is as good as any and I think there is a lot of cross referencing going on between trolls and giants in Scandinavian folklore but giants are closer to what you describe if you want to stay close to Scandinavian myth.

That is very interesting stuff! I am especially intrigued by the words "trollkar" and "trolla".

med stud

Saturday, 23rd July, 2005, 02:15 AM

Quote:

*Originally Posted by **Geoffrey***

That is very interesting stuff! I am especially intrigued by the words "trollkar" and "trolla".

Thanks! Up until about 150 years ago people still believed in this more or less. Authorities found shrines dedicated to Freja in the 19th century (when heathen religions were outlawed) so it is still alive in the language. In the same fashion my grandmother's uncle worked as a town guard (there were no police in Gothenburg by then, they had town guards) armed with a halberd. The old times lived for a long time in this country, it's pretty fascinating really.

haakon1

Saturday, 23rd July, 2005, 03:07 AM

Old family stories about trolls

Whose mythology has trolls living under bridges? My mom used to talk about that.

I always assumed it was either Norwegian (I'm mostly Irish-American, but part Norwegian and my parents lived there for a year) or "generic", presumably English.

In Seattle, there's a famous statue of the troll under a bridge, but it's in the "funky" Fremont neighborhood, not Norwegian Ballard.

Steverooo

Saturday, 23rd July, 2005, 03:16 AM

Quote:

*Originally Posted by **haakon1***

Whose mythology has trolls living under bridges?

"Three Billygoats, Gruff". :p

gideon_thorne

Saturday, 23rd July, 2005, 04:04 AM

British certainly. Cause those are the stories my dad told about trolls.

He also spent much time talking about Knobby the Knocker, a lil dwarvish chap that would tap on the walls during my dad's days as a Yorkshire coal miner.

Quote:

*Originally Posted by **haakon1***

Whose mythology has trolls living under bridges? My mom used to talk about that.

I always assumed it was either Norwegian (I'm mostly Irish-American, but part Norwegian and my parents lived there for a year) or "generic", presumably English.

In Seattle, there's a famous statue of the troll under a bridge, but it's in the "funky" Fremont neighborhood, not Norwegian Ballard.

haakon1

Saturday, 23rd July, 2005, 10:50 AM

Quote:

*Originally Posted by **gideon_thorne***

British certainly. Cause those are the stories my dad told about trolls.

He also spent much time talking about Knobby the Knocker, a lil dwarvish chap that would tap on the walls during my dad's days as a Yorkshire coal miner.

Hmmm . . . so is all this D&D playing and Tolkien reading and so on going to replace the folk stories, so a few generations from now, nobody can tell the Yorkshire trolls from the Swedish trolls? (As an aside, hmm, Yorkshire was the Danelaw, so it's trolls could be Scandinavian or Anglo-Saxon or Celtic in origin.)

Oddly enough, the "Bridge Troll" (lives under a bridge and collects tolls from travellers, regenerates like regular D&D trolls, turns to stone like Tolkien trolls if exposed to daylight) is the only monster I created for my campaign.

Gray Mouser

Saturday, 23rd July, 2005, 01:57 PM

Quote:

*Originally Posted by **haakon1***

Hmmm . . . so is all this D&D playing and Tolkien reading and so on going to replace the folk stories, so a few generations from now, nobody can tell the Yorkshire trolls from the Swedish trolls? (As an aside, hmm, Yorkshire was the Danelaw, so it's trolls could be Scandinavian or Anglo-Saxon or Celtic in origin.)

Speaking as a fan of both D&D and JRRT, **yeo** it does seem that the popularity of these two will cause some mythological confusion for many people in the foreseeable future. Just consider it an up close and personal example of "globalization."

Quote:

Oddly enough, the "Bridge Troll" (lives under a bridge and collects tolls from travellers, regenerates like regular D&D trolls, turns to stone like Tolkien trolls if exposed to daylight) is the only monster I created for my campaign.

Heh, I tossed the idea of such a troll around for my campaign, too, several years ago. None ever came into play, though.

Gray Mouser

Col_Pladoh

Saturday, 23rd July, 2005, 09:16 PM

Hey!

Quit trolling this thread :mad:

:lol:
Gary

oldschooler

Sunday, 24th July, 2005, 12:35 AM

Quick question for you Gary: When you first started playing Chainmail, do you remember what scenarios/battles or armies were easiest or most fun to play (both realistic and fantasy)?

Col_Pladoh

Sunday, 24th July, 2005, 04:07 PM

Quote:

*Originally Posted by **oldschooler***

Quick question for you Gary: When you first started playing Chainmail, do you remember what scenarios/battles or armies were easiest or most fun to play?

Plus (off topic): I am SO going to Sweden whenever I get a chance! I do work for Molnlycke (in a roundabout way), maybe I can stow away on a shipment or something:uhoh:

We played all sorts of scenarios--Vikings vs. Saxons; Turks vs. Austrians, Crusaders vs. Saracens, whatever. All were fun. the rules are pretty easy and few arguments ever occurred.

I have some close fellow gamers in Sweden. They came to the German con in 1999 in Rothenberg to play in my campaign--"The Five Crazy Swedes." good gamers and nice chaps too, so we had a lot of fun.

Cheers,
Gary

Col_Pladoh

Monday, 25th July, 2005, 03:26 PM

Pre-LGGC Get-together at My Place

Reminder!

We are having an "Open Porch" this Thursday evening, 28 July, for all planning to attend the Lake Geneva Gaming Convention over the weekend. There might be food left...Gail plans to have a smoked turkey, potato salad, baked beans, hamburgers, and hot dogs there for as many as 20 persons; but do bring your own favored drink as I refuse to allow her to bring in a quarter barrel of beer.

BTW, if you are the Beloved Fellow that gifted us with the bottle of Chambouille Musigny 2001, bless you! That was one of the best wines we have ever enjoyed. We shared it with friends, and they agreed as to its being of grand cru savor.

Cheers,
Gary

Darrin Drader

Monday, 25th July, 2005, 09:16 PM

Hey Gary,

Your old friend Gord the rogue woke me up the other night. He snuck into my bedroom and put a dagger to my throat, threw some icewater in my face, and went on to tell me how he's been on vacation for way too long and can't stand it anymore. He's got a whole new world to explore with that hot drow wife of his and he wants you to pick up his story where you left off.

When he left, he told me that if he has to ask again, it will be painful. Please Gary, save me from this guy and give the man something to do. Please!

Col_Pladoh

Monday, 25th July, 2005, 09:26 PM

Quote:

*Originally Posted by **Whisperfoot***

Hey Gary,

Your old friend Gord the rogue woke me up the other night. He snuck into my bedroom and put a dagger to my throat, threw some icewater in my face, and went on to tell me how he's been on vacation for way too long and can't stand it anymore. He's got a whole new world to explore with that hot drow wife of his and he wants you to pick up his story where you left off.

When he left, he told me that if he has to ask again, it will be painful. Please Gary, save me from this guy and give the man something to do. Please!

Well Put!

Dragon magazine is asking me for a Gord the Rogue short story, and I might see about it in the autumn when the weather turns chill here. Meantime, Troll Lord is planning yo do a hardback reprint of the whole series of Gord books cming this winter.

Cheerio,
Gary

Dannyalcatraz

Monday, 25th July, 2005, 11:06 PM

I'm not the person who sent that wine...

However, I was recently buying some and the sommalier told me that the vintages of 2001, 02, and 03 were particularly good. I went with his suggestion and picked up a German White from 02, and I must say that it tasted like a wine with another decade under its cork.

Some of the best from those years are already going for over \$1K/bottle.

Get 'em while you can!

Col_Pladoh

Monday, 25th July, 2005, 11:23 PM

Quote:

*Originally Posted by **Dannyalcatraz***

I'm not the person who sent that wine...

However, I was recently buying some and the sommalier told me that the vintages of 2001, 02, and 03 were particularly good. I went with his suggestion and picked up a German White from 02, and I must say that it tasted like a wine with another decade under its cork.

Some of the best from those years are already going for over \$1K/bottle.

Get 'em while you can!

Good show!

I do not particularly care for sweet white wines, save perhaps for a Chateau Yquem or a four azu Toaky or perhaps a trokenbeeren auslese for desert--and pardon any spelling errors do :eek:

Dry French wines from Bordeaux or Burgundy top my list, and I will note the years mentioned, thanks :)

Cheers,
Gary

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Mighty Veil

Monday, 25th July, 2005, 11:27 PM

Quote:

*Originally Posted by Col_Pladoh**Dragon magazine is asking me for a Gord the Rogue short story*

If you do. Maybe you'll write up the characters for gameplay use too? I'm not familiar with Gord but I always enjoyed seeing game stats of characters from books, etc.

Hey yeah. Don't suppose you have the stats of the characters from the D&D cartoon handy? ;-) j/k

Quasqueton

Tuesday, 26th July, 2005, 04:55 PM

AD&D: Why were the modifiers for Strength score different for to hit and damage?

16 Strength was +0/+1 - to hit/damage

18/51 Strength was +1/+3

18/00 Strength was +3/+6

Etc.

There were also magic weapons that had different bonuses on to hit and damage. "This weapon gives no bonus to hit, but gives +2 to damage rolls."

I've always wondered about the reason for the difference.

Quasqueton

haakon1

Tuesday, 26th July, 2005, 09:39 PM

Quote:

*Originally Posted by Quasqueton**AD&D: Why were the modifiers for Strength score different for to hit and damage?*

It made sense to me.

Why does STR help you hit anyhow? Slightly better chance of going through armor or overpowering a parry. Why does it do more damage? That's more obvious -- cuts that sword deeper into the side of beef you're whacking.

I'm always more interested in hitting something than in doing extra damage, so I think the hitting part should be more difficult. (In 3e, I've often taken Power Attack to get the Cleave feat, but I've never transferred points from To Hit to Damage -- tagging the enemy is the most important thing. If it bleeds, I can kill it. If I miss, I die.)

Gray Mouser

Wednesday, 27th July, 2005, 03:20 AM

Quote:

*Originally Posted by Col_Pladoh**Well Put!**Dragon magazine is asking me for a Gord the Rogue short story, and I might see about it in the autumn when the weather turns chill here. Meantime, Troll Lord is planning to do a hardback reprint of the whole series of Gord books coming this winter.**Cheerio,
Gary*

Nice! Any ideas of the time line of the possible short story?

As for the reprints, are the Troll Lords planning on keeping the character and place names as they are (being changed in the latter volumes due to contractual problems with TSR), or will they all be standardized throughout the books?

Gray Mouser

Rakin

Wednesday, 27th July, 2005, 03:33 PM

Wow this thread looks way over my head, but I'm going to take a stab at it anyhow. I just have a request for some advice. What is the best way to pull a player into their character? And into your world that you've put your blood tears and heart into for that matter? Are there tricks to teaching someone to love the game or in your experiences are there only a certain type of people? I have tried to introduce a few people to the game and I've either had people get addicted to it like a drug or people that fall out after a few sessions. I like to think I don't play favorites and I try to give everyone some face time (especially the ones that feel shy about instigating things on their own). Sometimes I get really discouraged and nervous that my DMing doesn't meet par and that the adventures I "write" don't meet par. I've been told that it's not the case, but you know how people are...I guess there's no way to prove something like that here. Well, any suggestions? (based on that my adventures aren't one sided and lame) Any help would be much appreciated.

Gentlegamer

Wednesday, 27th July, 2005, 05:38 PM

Happy Birthday Gary!

Gray Mouser

Wednesday, 27th July, 2005, 05:44 PM

Indeed, Happy Borthday, Colonel! And many more!

Gray Mouser

Henry

Wednesday, 27th July, 2005, 05:51 PM

Gary's birthday? Cool!

Many happy regards and wishes for more birthdays in the future, good sir! :)

Flexor the Mighty!

Wednesday, 27th July, 2005, 06:07 PM

Happy Birthday Gary!

On the subject of wines maybe you guys can help me out. My aunt a few years ago gave me a bottle of some wine I had never had before or since. It was a red wine, and my dad at the time said it was an "unaged" Italian wine. It wasn't too sweet or too dry and had a full flavor that was fruity but not overly so. I haven't been able to find this wine since and it was just wonderful. Knowing my aunt it probably wasn't too cheap either. But I cannot find the type since I can't recall the type of wine it was. Any ideas? I'm not a huge wine drinker, but this was just great stuff.

BSF

Wednesday, 27th July, 2005, 06:39 PM

I have a thread in the off topic forum, but I am not sure Gary makes his way over there very often. :)

Happy Birthday Gary!

Rakin

Wednesday, 27th July, 2005, 08:26 PM

I just joined the thread but happy birthday and best wishes none the less.

Col_Pladoh

Wednesday, 27th July, 2005, 08:54 PM

Quote:

*Originally Posted by **Mighty Veil***

...

Hey yeah. Don't suppose you have the stats of the characters from the D&D cartoon handy? ;-) j/k

Now there's a concept... :uhoh:

Heh,
Gary

Col_Pladoh

Wednesday, 27th July, 2005, 08:56 PM

Quote:

*Originally Posted by **Quasqueton***

AD&D: Why were the modifiers for Strength score different for to hit and damage?

16 Strength was +0/+1 - to hit/damage

18/51 Strength was +1/+3

18/00 Strength was +3/+6

Etc.

There were also magic weapons that had different bonuses on to hit and damage. "This weapon gives no bonus to hit, but gives +2 to damage rolls."

I've always wondered about the reason for the difference.

Quasqueton

As Haakon1 pointed out, Strength enables more damage from a successful blow, but it doesn't as effectively guarantee such a success.

Cheers,
Gary

Col_Pladoh

Wednesday, 27th July, 2005, 09:00 PM

Quote:

*Originally Posted by **Gray Mouser***

Nice! Any ideas of the time line of the possible short story?

As for the reprints, are the Troll Lords planning on keeping the character and place names as they are (being changed in the latter volumes due to contractual problems with TSR), or will they all be standardized throughout the books?

Gray Mouser

Likely any piece I write will be Gord in the City of Greyhawk. I haven't gotten to any initial planning as yet, so it might end up being just about anything related to Oerth.

The reprints will be just the same as the paperbacks--the first two with Greyhawk names in them the others without.

Cheers,
Gary

Col_Pladoh

Wednesday, 27th July, 2005, 09:08 PM

Quote:

*Originally Posted by **Rakin***

Wow this thread looks way over my head, but I'm going to take a stab at it anyhow. I just have a request for some advice...

It seems that somehow I have been mistaken for Ann Landers :confused:

Okay, I'll stop ribbing you and give this advice: To encourage role-assumption make it important that the players "know" their PCs and be rewarded for that knowledge by Dm lauds and even some extra XPs where that is appropriate. to encourage roleplaying, do a lot of it while DMing, and whenever a player responds in kind, make it clear there is approval and let all the group see it--but make it both entertaining and fun, with some humor in it that all can share.

Finally, stop worrying about yourself--your DMing--and just have fun. That will improve the performance of the best of DMs:cool:

Cheers,
Gary

Jdvn1

Wednesday, 27th July, 2005, 09:09 PM

Happy B-Day!

Col_Pladoh

Wednesday, 27th July, 2005, 09:24 PM

Well Dang!

My thanks for all the warm birthday anniversary wishes, Dear Fellows:)

I wasn't so sure I'd be making it last year around this time, but I feel most chipper of late, but I lack the considerable energy I had in the past, so getting real creative work done is a chore. I poop out after just a few hours, while I need to be able to work around eight to 10 straight, six or seven days a week, to accomplish such projects.

9 o d x f r t i d h s g i t y e

Was the Italian wine you enjoyed a Lambrusco?

Cheers,
Gary

KRBourgoine

Wednesday, 27th July, 2005, 09:43 PM

...

Happy Birthday Gary! So this is where you have been hiding.

I am coming to the Lake Geneva Trolllord Con for which i am arriving tommorow midday. I look forward to finally getting a chance to meet you.

Offers still open for that gathering at your abode?

Kerry R. Bourgoine

haakon1

Wednesday, 27th July, 2005, 09:48 PM

Here's wishing many more happy returns of the day, Gary!

Quote:

*Originally Posted by **Col_Pladoh***

I wasn't so sure I'd be making it last year around this time, but I feel most chipper of late, but I lack the considerable energy I had in the past, so getting real creative work done is a chore. I poop out after just a few hours, while I need to be able to work around eight to 10 straight, six or seven days a week, to accomplish such projects.

Don't push yourself too hard -- we'll wait. :)

Col_Pladoh

Wednesday, 27th July, 2005, 09:53 PM

Quote:

*Originally Posted by **KRBourgoine***

Happy Birthday Gary! So this is where you have been hiding.

I am coming to the Lake Geneva Trolllord Con for which i am arriving tommorow midday. I look forward to finally getting a chance to meet you.

Offers still open for that gathering at your abode?

Kerry R. Bourgoine

Hi Kerry!

Good show, and yes. We are having a pre-Lake Geneva Gaming Convention "open porch" at our place on 316 Madison Street* on thursday evening. There'll be food, but it is a good idea to BYOB. Haven't the foggiest idea who will show up, but it should be a lively gathering :D

See you on the morrow then,
Gary

*Madison street is a N-S one only two blocks (west) of the main N-S street in town, Broad Street--then Cook and then Madison. We are a block and a half north of Main Street and the Library Park and Lake. The school parkk is accross the street from us, The place is a light yellow victorial with a large, glassed in front porch with a gazebo.

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Wednesday, 27th July, 2005, 09:58 PM

Quote:

*Originally Posted by **haakon1***

Here's wishing many more happy returns of the day, Gary!

Don't push yourself too hard -- we'll wait. :)

Just so,

I'll be doing articles and short stories soon, I believe, and then from there I can see about module design.

Cheers,
Gary

Zudrak

Wednesday, 27th July, 2005, 10:01 PM

runs out from under mountain of instantaneous work that appeared today

Happy Birthday, Gary!

runs back under mountain

May we get to wish you many more!

P.S. Have a blast tomorrow night and this weekend!

Melkor

Wednesday, 27th July, 2005, 10:04 PM

Happy birthday Gary!

....and many more. :)

KRBourgoine

Wednesday, 27th July, 2005, 10:05 PM

Great i will be there!

too bad i didnt find you sooner, (i did send an email), i was offering to take you and Gail out for a dinner at a place of your choice while i was in town.

Was the least i could do.

offer still stands if you have the time, i flee back to NY monday night.

gideon_thorne

Wednesday, 27th July, 2005, 10:15 PM

My folks and I are going to try and make it there in time. Depends on what time we get into the area. Its a fair bit of a drive.

But if we happen to miss it, my dad said to pass along his thanks for the invite and assorted polite noises as the brits do. :)

Quote:

*Originally Posted by **Col_Pladoh***

Hi Kerry!

Good show, and yes. We are having a pre-Lake Geneva Gaming Convention "open porch" at our place on 316 Madison Street on thursday evening. There'll be food, but it is a good idea to BYOB. Haven't the foggiest idea who will show up, but it should be a lively gathering :D*

*See you on the morrow then,
Gary*

**Madison street is a N-S one only two blocks (west) of the main N-S street in town, Broad Street--then Cook and then Madison. We are a block and a half north of Main Street and the Library Park and Lake. The school parkk is accross the street from us, The place is a light yellow victorial with a large, glassed in front porch with a gazebo.*

Col_Pladoh

Wednesday, 27th July, 2005, 10:40 PM

Quote:

Originally Posted by **KRBourgoine**

Great i will be there!

too bad i didnt find you sooner, (i did send an email), i was offering to take you and Gail out for a dinner at a place of your choice while i was in town.

Was the least i could do.

offer still stands if you have the time, i flee back to NY monday night.

Thanks...

Likely the evening meals during the con will be caught with a bunch of others at a pub--the Next Door Pub in fact, a Pizza joint much beloved in the original GenCon (Lake Geneva) days). So maybe a drink, eh? Who can say...)

Cheerio,
Gary

Col_Pladoh

Wednesday, 27th July, 2005, 10:42 PM

Quote:

Originally Posted by **gideon_thorne**

My folks and I are going to try and make it there in time. Depends on what time we get into the area. Its a fair bit of a drive.

But if we happen to miss it, my dad said to pass along his thanks for the invite and assorted polite noises as the brits do. :)

Jolly good, what-what?

Carry on and pip-pip!

Bertie Wooster

loki44

Wednesday, 27th July, 2005, 10:43 PM

Birthday? Right then. Colonel.....have a jolly good day today and every day throughout the upcoming year.

Flexor the Mighty!

Wednesday, 27th July, 2005, 11:01 PM

Quote:

Originally Posted by **Col_Pladoh**

Flexor the Mighty:

Was the Italian wine you enjoyed a Lambrusco?

Cheers,
Gary

Possibly, I'm going to have to buy a bottle and see. Thanks!

Llaurenela

Thursday, 28th July, 2005, 12:28 AM

9 o Gary,

d o f i o h g y s e a B - ry 9 a! ! !
ah m u ah y, u ah y u s r- l l l l i
N - f t d o f i - f

L l a u h r e v a

Col_Pladoh

Thursday, 28th July, 2005, 12:56 AM

Cheers Llaurenela!

Your effusive birthday wished are most appreciated.

A pity you aren't in the neighborhood so as to join our gaming celebration here :D

Cheers,
Gary

Rakin

Thursday, 28th July, 2005, 01:01 PM

Quote:

*Originally Posted by **Col_Pladoh***

Finally, stop worrying about yourself--your DMing--and just have fun. That will improve the performance of the best of DMs:cool:

*Cheers,
Gary*

Haha, sorry for the simpathy post, I should of known better. I had a really great session last night and I feel better. Expect to see more lively posts in the future as long as it's invited.

Thanks for the words of wisdom and the self esteem boost, it was something I needed. I'm going to give some of your advice a "go at it". I want to sadly admit that I haven't picked up a book in the greyhawk setting and I'm itching to do so now. Although I'm not new to the fantasy scene, I'm not old to it either, I'm just trying like mad to catch up to older folks. :D Any suggestions for a great first greyhawk read. Thanks.

Henry

Thursday, 28th July, 2005, 01:24 PM

Quote:

*Originally Posted by **Rakin***

Although I'm not new to the fantasy scene, I'm not old to it either, I'm just trying like mad to catch up to older folks. :D Any suggestions for a great first greyhawk read. Thanks.

I dunno about Gary, but my favorite is [this little thing right here](#). :)

Also to note, Almost ALL of TSR's old 1st edition AD&D products is scanned and PDF'ed on this site, for \$5 each. This particular one was my first exposure to Greyhawk, and there are even older ones, such as Supplement I, and an earlier Boxed set just entitled "Greyhawk".

If you can find them on Ebay, so much the better, but if you can't, these should be complete resources.

Rakin

Thursday, 28th July, 2005, 01:34 PM

Quote:

*Originally Posted by **Henry***

I dunno about Gary, but my favorite is [this little thing right here](#). :)

Thanks!

The__Gneech

Thursday, 28th July, 2005, 02:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

Jolly good, what-what?

Carry on and pip-pip!

Bertie Wooster

Very good, sir!

Jeeves

Col_Pladoh

Thursday, 28th July, 2005, 02:59 PM

Quote:

*Originally Posted by **Rakin***

Haha, sorry for the sympathy post, I should of known better. I had a really great session last night and I feel better. Expect to see more lively posts in the future as long as it's invited.

Hey!

All GMs suffer a bit of performance anxiety now and again :lol: As a matter of fact I always do after playing with a really good Gm, but then I just have at it anyway,m and if I am having fun the group joins in :)

Quote:

Thanks for the words of wisdom and the self esteem boost, it was something I needed. I'm going to give some of your advice a "go at it". I want to sadly admit that I haven't picked up a book in the greyhawk setting and I'm itching to do so now. Although I'm not new to the fantasy scene, I'm not old to it either, I'm just trying like mad to catch up to older folks. :D Any suggestions for a great first greyhawk read. Thanks.

Not to plug a product of mine, but have a squint at the *Castle Zagyg, Yggsburgh* work when it's released by Troll Lord Games...at Gencon hopefully, although I kept messing around with the maps so it might not make the show :confused: It is something I believe will be a great tool for GMs and provide a lot of enjoyment for the players in the bargain.

Cheers,
Gary

Col_Pladoh

Thursday, 28th July, 2005, 03:03 PM

Quote:

*Originally Posted by **Henry***

I dunno about Gary, but my favorite is [this little thing right here](#). :)

...

Right Henry:)

That's the basic material I use when having a group adventure across the Flanaess :D

For a smaller setting though I am unabashedly recommending the upcoming "Yggsburgh" work.

Cheers,
Gary

Col_Pladoh

Thursday, 28th July, 2005, 03:07 PM

Quote:

*Originally Posted by **The_Gneech***

Very good, sir!

Jeeves

Oh what I would give to have Jeeves in my service!

If you read Kyril Bonfiglioni, his anti-Jeeves "Jock" is also a worthy treasure for the shady character--and Bonfiglioni obviously read Wodehouse :lol:

Cheers,
Gary

Gentlegamer

Thursday, 28th July, 2005, 03:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Not to plug a product of mine, but have a squint at the *Castle Zagyg, Yggsburgh* work when it's released by Troll Lord Games...at Gencon hopefully, although I kept messing around with the maps so it might not make the show :confused: It is something I believe will be a great tool for GMs and provide a lot of enjoyment for the players in the bargain.*

Any preview you can give regarding the skill system you devised for that work and C&C?

The_Gneech

Thursday, 28th July, 2005, 03:13 PM

Quote:

Originally Posted by **Col_Pladoh**

Oh what I would give to have Jeeves in my service!

If you read Kyril Bonfiglioni, his anti-Jeeves "Jock" is also a worthy treasure for the shady character--and Bonfiglioni obviously read Wodehouse :lol:

Everyone needs a Jeeves! ;)

Alas, I'm not familiar with Kyril Bonfiglioni or his work ... but for what it's worth I do read quite a bit of Rex Stout, Wodehouse's old pen-pal, and highly recommend it!

-The Gneech :cool:

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Gary Gygax Q&A, Part IX

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Rakin

Thursday, 28th July, 2005, 03:24 PM

Quote:

Originally Posted by **Col_Pladoh**

Not to plug a product of mine, but have a squint at the Castle Zagyg, Yggsburgh work when it's released by Troll Lord Games...at Gencon hopefully, although I kept messing around with the maps so it might not make the show :confused: It is something I believe will be a great tool for GMs and provide a lot of enjoyment for the players in the bargain.

Cheers,
Gary

Thanks a bunch and i will be looking foward to it.

Col_Pladoh

Thursday, 28th July, 2005, 03:45 PM

Quote:

Originally Posted by **Gentlegamer**

Any preview you can give regarding the skill system you devised for that work and C&C?

It is a very general and rules-light one similar in some ways to the "Abilities" skill bundles in the *Legendary Adventure* system. One gains them by expending XPs. the number is fairly small, about a dozen. Maybe the Trolls will post a sample on their webpage. I'll ask them...although they are all headed up here to Lake Geneva for the con that starts here tomorrow, so it will likely be a while :uhoh:

Cheers,
Gary

Col_Pladoh

Thursday, 28th July, 2005, 03:52 PM

Quote:

Originally Posted by **The_Gneechee**

Everyone needs a Jeeves! ;)

Alas, I'm not familiar with Kyril Bonfiglioni or his work ... but for what it's worth I do read quite a bit of Rex Stout, Wodehouse's old pen-pal, and highly recommend it!

-The Gneechee :cool:

Heh!

I am a great fan of Nero Wolfe, and I manage a decent impression of him in regards to cuisine. Gail gets cross when I ask "Fritz" to prepare something decent for dinner, and usually say crossly in my Nero Wolfe voice, "Take it away, it's chicken!" when she serves that sort pf poultry.

BTW, you will likely enjoy the Bonfiglioni novels. Have a look at his material.

Cheers,
Gary

Col_Pladoh

Thursday, 28th July, 2005, 03:54 PM

Quote:

Originally Posted by **Rakin**

Thanks a bunch and i will be looking foward to it.

Despite my miserable hand-drawn prototypes and many changesm, the maps for the CZ, *Yggsburgh*, work by Darlene are just splendid :eek:

Cheers,
Gary

The_Gneech

Thursday, 28th July, 2005, 04:16 PM

Quote:

Originally Posted by **Col_Pladoh**

I am a great fan of Nero Wolfe, and I manage a decent impression of him in regards to cuisine. Gail gets cross when I ask "Fritz" to prepare something decent for dinner, and usually say crossly in my Nero Wolfe voice, "Take it away, it's chicken!" when she serves that sort pf poultry.

Hee! Excellent. :) "Pfui!" gets a lot of use around here, but I'm closer to Archie myself, right down to the glass of milk.

Quote:

Originally Posted by **Col_Pladoh**

BTW, you will likely enjoy the Bonfigliani novels. Have a look at his material.

I shall do so! Thanks for the tip. :)

-The Gneech :cool:

IronMike

Thursday, 28th July, 2005, 05:49 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh!

I am a great fan of Nero Wolfe, and I manage a decent impression of him in regards to cuisine. Gail gets cross when I ask "Fritz" to prepare something decent for dinner, and usually say crossly in my Nero Wolfe voice, "Take it away, it's chicken!" when she serves that sort pf poultry.

*Cheers,
Gary*

Oy, I either need to figure out a way to cram more hours into the day, or figure out which time-sinks to get rid of so I can catch up on my reading.....

Melkor

Thursday, 28th July, 2005, 09:42 PM

Hi Gary,

I've got some quick AD&D initiative related questions for you.

After reading through the 20 page PDF regarding AD&D initiative that someone posted up over on Dragonsfoot, I think I'll be houseruling an easier way to handle things in my games.

That said, another posted on Dragonsfoot stated that at one of the recent conventions that you ran a game of AD&D at, you used a simple D10 roll for initiative.

I wanted to ask, do you use a simple roll of 1D10 in most of the AD&D games you play these days, or do you stick with the original system ?

When you do use a 1D10, what kind of modifiers do you apply, and do you still use weapon length to determine first round initiative ?

Thanks!

oldschooler

Thursday, 28th July, 2005, 11:07 PM

Quote:

Originally Posted by **Llaurenela**

***Hi Gary,
Wishing you a very Happy Birthday
and many, many more!!!!!!
Best Wishes
Llaurenela***

:D Ditto, I couldn't get online yesterday, so Llaurenela beat me to it! I hope you have a FANTASTIC time at the convention (wish I could be there...)! :D

Zudrak

Friday, 29th July, 2005, 08:40 PM

Lggc

Gary,

Are you all having fun so far? *sniff* Wish I could be there at the LGGC. :(

Happy gaming,
Zudrak

Patryn of Elvenshae

Friday, 29th July, 2005, 10:21 PM

So, Gary ...

Over in another thread, someone asked how fast a miner could tunnel through stone (specifically, it was, "How long does it take a miner to make a 5'x5'x5' hole?").

One possible way to answer this is to assume that the creature is merely attacking a stone wall, and use the combat resolution mechanic to figure it out. The other option was to go back to the 1E DMG (I think), where you can find a table for just about any odd bit of trivia your heart could desire, and there's actually a table that shows mining rates by race (dwarves faster than humans, etc.).

So, how "realistic" were those numbers from way back in the day? Is it something you made up to fit the kind of milieu you wanted, or did you first base the human mining rate off of research, and then modified accordingly? A combination of both?

Enquiring minds want to know!

Thanks in advance,

haakon1

Sunday, 31st July, 2005, 11:30 AM

Quote:

*Originally Posted by **Rakin***

Any suggestions for a great first greyhawk read.

I agree -- the original box set or folio would be a good start. And buy lots of modules -- Against the Giants series, Lost Caverns of Tsojcanth, and Temple of Elemental Evil are probably the most important to the setting. For in-print stuff, the Living Greyhawk Gazetteer is actually pretty good. But read the original first, so you know what stupid changes to ignore -- pretty much everything that happened between 587 CY and whenever it is set. An awful product of the Evil Reign of Lorraine produced a thing called "The Greyhawk Wars" game, that produced really silly results that have become "canon" to WOTC. :]

In particular, my changes are:

- PC's won in Against the Giants/Vault of the Drow. Therefore, Geoff and Sterich were not conquered by giants. If they were conquered anyhow, why the heck did we game for a year and kill a goddess?
- Bissel was invaded by Ket, but it hasn't lost.
- luz hasn't conquered so much, and never had a big army of fiends, though the Crook of Rao from the Isle of the Ape did get rid of those he had. For me, he conquered or co-opted the Horned Society, Shield Lands, the Bandit Kingdoms, and the Rovers. I don't care about Stonefist or the Pale. He's fighting Furyondy on the Veng and Veluna through the Vesve, and controls Whyestil Lake.
- Great Kingdom collapsed, and Megedia and Almor were badly effected, but it's not supernatural, it's like the Thirty Years War -- plague, hunger, war, and pestilence have driven out most of the humans.

WyzardWhately

Sunday, 31st July, 2005, 02:51 PM

Initiative

Can someone please post a link to that 20-page pdf on dragonsfoot? I can't seem to find it there.

Also, if you like british class-based humor, you should consider J. P. Donleavy. The Unexpurgated Code is a hoot.

Melkor

Sunday, 31st July, 2005, 03:38 PM

Quote:

*Originally Posted by **WyzardWhately***

Can someone please post a link to that 20-page pdf on dragonsfoot? I can't seem to find it there.

<http://www.dragonsfoot.org/forums/viewtopic.php?t=11849>

Here's the discussion. The link is in the first poster's signature where it says: "Read the Advanced Dungeons & Dragons® Initiative and Combat Table."

Joseph Elric Smith

Sunday, 31st July, 2005, 04:14 PM

Thanks for the link
ken

Rakin

Sunday, 31st July, 2005, 06:26 PM

Quote:

Originally Posted by **haakon1**

I agree -- the original box set or folio would be a good start. And buy lots of modules -- Against the Giants series, Lost Caverns of Tsojcanth, and Temple of Elemental Evil are probably the most important to the setting. For in-print stuff, the Living Greyhawk Gazetteer is actually pretty good. But read the original first, so you know what stupid changes to ignore -- pretty much everything that happened between 587 CY and whenever it is set. An awful product of the Evil Reign of Lorraine produced a thing called "The Greyhawk Wars" game, that produced really silly results that have become "canon" to WOTC. :]

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- Great Kingdom colapsed, and Megedia and Almor were badly effected, but it's not supernatural, it's like the Thirty Years War -- plague, hunger, war, and pestilence have driven out most of the humans.

Wow thanks for the good info, I've got lots to do now! Later.

Melkor

Sunday, 31st July, 2005, 06:53 PM

Quote:

Originally Posted by **Joseph Elric Smith**

Thanks for the link
ken

No problem. It's definitely worth a read!

Col_Pladoh

Monday, 1st August, 2005, 06:04 PM

Quote:

Originally Posted by **Zudrak**

Gary,

*Are you all having fun so far? *sniff* Wish I could be there at the LGGC. :(*

Happy gaming,
Zudrak

Thanks All...

The many email messages and cards wishing me well on my birthday anniversary are greatly appreciated. Thanks also to those who popped in here for the "Open Porch" and brought a gift. Much obliged for such thoughtfulness! I did share up the bakery goodies and even sme of the booze...but by no means all :lol:

The Trolls loved the convention, broke even on costs, and they assure us that there will be a LGGC II. In fact they are bringing their families up a couple of days early to enjoy the area.

The good lord willing and the creek don't rise we'll have another "Open Porch" get-together here at my place on Thursday night before that event. Don't know what we'll do for space, as we were at near-capacity this year, but we have a large side yard :wink:

Can't guarantee space for kinder though, as my wife deals in antiques and the place is not child-proofed...son Alex being age 18 :lol: If we go to a side-yard portion, then kiddies will be welcome, although likely bored to tears by all the adunts and gaming talk...

I was just hanging out with the gamers most of the time, although I was the tour guide on the school bus for the "famous TSR locations in Lake Geneva." On the Saturday of the con I ran an LA game on the porch for seven players, and all said they had a splendid time of it--they played very well indeed. Then a bunch of us went for pizza and beer at the Next Door Pub out on the north end of the town--that's where we went during rthe first GenCons, and was a TSR hangout back in the day.

Cheers,
Gary

Col_Pladoh

Monday, 1st August, 2005, 06:06 PM

Quote:

Originally Posted by **Patryn of Elvenshae**

...

...

So, how "realistic" were those numbers from way back in the day? Is it something you made up to fit the kind of milieu you wanted, or did you first base the human mining rate off of research, and then modified accordingly? A combination of both?

Enquiring minds want to know!

Thanks in advance,

Heh,

Well, although I do have ancestors that were Cornish miners, I didn't consult them when I did the table in the OAD&D DMG. Basically, it was a bit generous for hard-rock mining, about correct for softer sedimentary stone...I believe :heh:

Cheers,
Gary

Joël of the FoS

Monday, 1st August, 2005, 06:55 PM

Bonjour Gary,

(happy Bday, if a few days late, and wishes for a long happy life)

This is my first post in these lengthy saga « ask Gary » threads (which I've read in total, took me about a week!). I learned many trivias from early D&D (and on dwarven female beard...)

I had no ideas about you and your private life before reading these. It seems we share the love of a good drink – French cru classé (ah, Cos d'Estournel...), and of course Sam Adams (have the same opinion on ordinary beer – it simply shouldn't be called "beer").

Been D&Ding since 1981, so first, many thanks for creating this amazing hobby. I now game with my friends (ongoing campaign since 1987) and now with my kids. Thanks for those precious moments.

My question: I understand from the timing of your departure from TSR that the Ravenloft setting was launched after you left. So I guess you were not involved in this at all? (Or in the original I-6?). Bonus points for your opinion on the setting :)

Regards,

Joël

Elfdart

Monday, 1st August, 2005, 07:01 PM

RE: Trolls

I use trolls very similar to what Haakon1 described from Norse folklore. Since I never much cared for Lord of the Rings, I always made it a point to remove as many of the Professor's "brain bugs" as I could.

A great source is "An Encyclopedia of Fairies: Hobgoblins, Brownies, Bogies, and Other Supernatural Creatures". The collection of names, nicknames and story summaries is always good when you find yourself falling into a creative rut. You can use one of the creatures listed, or simply use one of the alternate names for an already existing creature. Players who know the "official" monsters like the backs of their hands are often caught flat-footed even though all you've done is make a cosmetic change or two.

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Monday, 1st August, 2005, 07:58 PM

Quote:

*Originally Posted by **Joël of the FoS***

Bonjour Gary,

(happy Bday, if a few days late, and wishes for a long happy life)

This is my first post in these lengthy saga « ask Gary » threads (which I've read in total, took me about a week!). I learned many trivias from early D&D (and on dwarven female beard...)

I had no ideas about you and your private life before reading these. It seems we share the love of a good drink – French cru classé (ah, Cos d'Estournel...), and of course Sam Adams (have the same opinion on ordinary beer – it simply shouldn't be called "beer").

Hope your eyes recover from the workout.

there can no longer be any question about all female dwarves having hirsute cheeks and chins, right?

Remember! Lips that touch liquor shall never touch mine. My liquor that is :mad:

Heh, and anyway, if you ever see any New Glarus beer or ale (preferably) give it a try. Excellent micro-brewery fare those.

Quote:

Been D&Ding since 1981, so first, many thanks for creating this amazing hobby. I now game with my friends (ongoing campaign since 1987) and now with my kids. Thanks for those precious moments.

My question: I understand from the timing of your departure from TSR that the Ravenloft setting was launched after you left. So I guess you were not involved in this at all? (Or in the original I-6?). Bonus points for your opinion on the setting :)

Regards,

Joël

It is good to read that you are bringing up your progeny properly :lol:

I was still with TSR but had little input in the corporate affairs when the Ravenloft materials began publishing. i was out in the Los Angeles area much of the time from 1982 through the end of 1984.

Cheerio,
Gary

Gray Mouser

Tuesday, 2nd August, 2005, 02:25 AM

Quote:

*Originally Posted by **Col_Pladoh***

Oh what I would give to have Jeeves in my service!

If you read Kyril Bonfigliani, his anti-Jeeves "Jock" is also a worthy treasure for the shady character--and Bonfigliani obviously read Wodehouse :lol:

Cheers,
Gary

Heh, Wodehouse is one of the few authors that gets me laughing out loud when I read him :D

Gray Mouser

Joël of the FoS

Tuesday, 2nd August, 2005, 02:48 AM

Hello Gary,

Quote:

Originally Posted by **Col_Pladoh**

Hope your eyes recover from the workout.

Well, I cheated a little by reading only your posts – providing me with the question and answer. I read quickly but I don't really have those *lenses of speed reading*.

Quote:

there can no longer be any question about all female dwarves having hirsuit cheeks and chins, right?

It clears the matter indeed. Lorraine can sue me because I asked ;)

Quote:

Heh, and anyway, if you ever see any New Glarus beer or ale (preferably) give it a try. Excellent micro-brewery fare those.

I'm going to NC in a few days, and Boston and NY before that, and hunting gourmet wine and food stores, so I'll be looking for that. Which state is it made?

And a good bitter ale over any other type of beer, indeed! If you go to Québec, try the St-Ambroise (micro-br.) – a very good quality Indian pale ale-type beer.

Quote:

It is good to read that you are bringing up your progeny properly :lol:

Heh, what are parents for ? ;) When my daughter was 4, she could tell the various breath weapon of chromatic dragons :)

Another question, if I may, on roll-playing vs role-playing.

From personal experience and reading, it is my understanding that D&D went from roll playing to role playing with time. As the early books were 99% roll-playing mechanics, while role playing was introduced much later.

Am I wrong? Was it important for you from the start?

Joël

Col_Pladoh

Tuesday, 2nd August, 2005, 05:06 PM

Quote:

Originally Posted by **Gray Mouser**

Heh, Wodehouse is one of the few authors that gets me laughing out loud when I read him :D

Gray Mouser

Indeed!

I recall with great fondness evenings when my Grandmother Burdick read Wodehouse aloud to my Grandfather--his eyes were tired from his legal work, he being in his 80s then. Much mirth and laughter.

Cheers,
Gary

Col_Pladoh

Tuesday, 2nd August, 2005, 05:18 PM

Quote:

Originally Posted by **Joël of the FoS**

Hello Gary,

Well, I cheated a little by reading only your posts – providing me with the question and answer. I read quickly but I don't really have those lenses of speed reading.

Ah for the days of my youth when I read 500 plus wpm with a bit over 90% comprehension!

Quote:

It clears the matter indeed. Lorraine can sue me because I asked ;)

A name that will never darken gaming again, after her debacle, eh?

Quote:

I'm going to NC in a few days, and Boston and NY before that, and hunting gourmet wine and food stores, so I'll be looking for that. Which state is

it made?

New glarus is a Swiss community some 40 miles west of Madison, Wisconsin. Being mainly of Swiss descent, I make a pilgrimage there annually for some down-home food.

Quote:

And a good bitter ale over any other type of beer, indeed! If you go to Québec, try the St-Ambroise (micro-br.) – a very good quality Indian pale ale-type beer.

toronto in less than a month, but no plans to visit Quenec--although i work with a computer game company based there--Alchemic Dream. Maybe they'll bring some St. Ambroise to the games expo...

Quote:

Heh, what are parents for ? :) When my daughter was 4, she could tell the various breath weapon of chromatic dragons :)

Excellent! :lol:

Quote:

Another question, if I may, on roll-playing vs role-playing.

From personal experience and reading, it is my understanding that D&D went from roll playing to role playing with time. As the early books were 99% roll-playing mechanics, while role playing was introduced much later.

Am I wrong? Was it important for you from the start?

Joël

One can not effectively teach or regulate roleplaying, save by example and GM fiat. We tended to get into character in regards game play, and did some yacking instead of hacking whenever the situation seemed to call for it.

So you are not really accurate in your assessment, as you'll note when you read my brief essays about the more amusing adventures I DMed or participated in.

A rule book for roleplaying would be a work dealing with amateur thespianism, you see :eek:

Cheers,
Gary

thufur

Tuesday, 2nd August, 2005, 09:54 PM

[QUOTE=Joël of the FoS

I'm going to NC in a few days, and Boston and NY before that, and hunting gourmet wine and food stores, so I'll be looking for that. Which state is it made?

Joël[/QUOTE]

Northern California, or North Carolina? If you're heading to the Tarheel state, try jaunting through the Yadkin Valley - they have several nice regional vineyards.

Joël of the FoS

Wednesday, 3rd August, 2005, 06:08 PM

Quote:

*Originally Posted by **thufur***

Northern California, or North Carolina? If you're heading to the Tarheel state, try jaunting through the Yadkin Valley - they have several nice regional vineyards.

That's North Carolina! But I'm hoping someday I will be able to visit California and its vineyards.

Quote:

*Originally Posted by **Col_Pladoh***

toronto in less than a month, but no plans to visit Quenec--although i work with a computer game company based there--Alchemic Dream. Maybe they'll bring some St. Ambroise to the games expo...

Ask them to bring you the best 6 pack you can find from Québec : 3 bottles of St-Ambroise and 3 of Boréale rousse (red). Amazing stuff. Or better, give me their address, and contact person, I'll bring them the six pack and make sure you get it.

That is cool about Québec, we are part French (and love French wine), part Brit (the love of port wine and good quality beer).

Quote:

Quote: me - Heh, what are parents for ? When my daughter was 4, she could tell the various breath weapon of chromatic dragons

You - Excellent! :lol:

I have to say that my daughter is now amazingly proud that the creator of the D&D game said something good about her :) She wants you to know the monster book is one of her fave one.

Quote:

One can not effectively teach or regulate roleplaying, save by example and GM fiat. We tended to get into character in regards game play, and did some yacking instead of hacking whenever the situation seemed to call for it.

So you are not really accurate in your assessment, as you'll note when you read my brief essays about the more amusing adventures I DMed or participated in.

A rule book for roleplaying would be a work dealing with amateur thespianism, you see :eek:

*Cheers,
Gary*

"yacking instead of hacking" :)

Ok, sorry for the misconception. I was under the impression that the first D&D books were not saying much about role playing. It is probably from my own experience then (I play mostly with engineers, the best optimizer people I know!).

I have to admit I didn't these essays you mention. Can we find these online?

Joël

Col_Pladoh

Wednesday, 3rd August, 2005, 06:35 PM

Quote:

*Originally Posted by **Joël of the FoS***

Ask them to bring you the best 6 pack you can find from Québec : 3 bottles of St-Ambroise and 3 of Boréale rousse (red). Amazing stuff. Or better, give me their address, and contact person, I'll bring them the six pack and make sure you get it.

Sounds great to me! My contact at Alchemic Dreams is Aurelean Merville, and the address is 21051 Succursale St. Marc, Shawinigan, Quebec.

Quote:

That is cool about Québec, we are part French (and love French wine), part Brit (the love of port wine and good quality beer).

Excellent, French wine, British port and sherry too, along with their beer and ale...and maybe cheeses from both :eek:

Quote:

I have to say that my daughter is now amazingly proud that the creator of the D&D game said something good about her :) She wants you to know the monster book is one of her fave one.

As the father of six children, three of which are girls, I am most happy to be of service to all children, Greatest thing in the world, those :cool:

Quote:

"yacking instead of hacking" :)

Ok, sorry for the misconception. I was under the impression that the first D&D books were not saying much about role playing. It is probably from my own experience then (I play mostly with engineers, the best optimizer people I know!).

I have to admit I didn't these essays you mention. Can we find these online?

Joël

Hacking is far and away the favorite occupation for RPG players.

the misconception is logical, as little effort was made to encourage roleplay and conversation. As with traps, we rather assumed the players would be astute enough to figure out on their own when it was appropriate to attempt conversation.

The series of generally humorous essays was run in *Dragon* magazine around 2002-3.

Rob Kuntz is completing a series of his own similar tales, and when he has done so, I'll expand on my work a bit and we hope to publish the compilation as a hardback book, possibly through Plazzo, although we haven't approached them on this yet.

Cheers,
Gary

francisca

Wednesday, 3rd August, 2005, 06:42 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hope your eyes recover from the workout.

HA!

I hope your eyes recovered from last weekend, having nearly popped clean out of their sockets when you overheard Drawmij had dropped a genuine Starship Warden Red/Blue Security band on us in the MA game.

"YOUR WEIGHT IN DOMARS FOR DELIVERY OF THAT TO AILENE!!!", exclaimed the good Colonel.

I didn't get a chance to speak with you, when you looked like you might be free enough to have a quick chat, I was engaged in a game, and when I was free, you were engaged in conversation, and I didn't want to intrude.

Oh, BTW, I had planned on searching your character out, and giving you the band, but the devious Mr. Ward arranged for my personality to be supplanted by Lt. Commander Ahhh-nold, who was bent on invoking the nuclear option. :]

There is always next year.....

Col_Pladoh

Wednesday, 3rd August, 2005, 07:31 PM

Ciao, Francisca,

Indeed my eyes were distended when James M. mentioned that security band--a command bracelet for sure. The Vigilists, out faction on the old SS Warden have a command ring, but alas, we are now on the new starship :confused:

the con was just great, no? Please do come back for next year's show--and but in anytime. I am there to meet all my fellow gamers who care to make my acquaintance;)

Ernie just dropped in so I must close.

Cheers,
Gary

francisca

Wednesday, 3rd August, 2005, 09:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

Ciao, Francisca,

Indeed my eyes were distended when James M. mentioned that security band--a command bracelet for sure. The Vigilists, out faction on the old SS Warden have a command ring, but alas, we are now on the new starship :confused:

the con was just great, no? Please do come back for next year's show--and but in anytime. I am there to meet all my fellow gamers who care to make my acquaintance;)

Ernie just dropped in so I must close.

*Cheers,
Gary*

Yes, had a great time. I am hoping to arrive early next year, hoping you see fit to offer up some more "front porch" hospitality.

--Rich

Col_Pladoh

Wednesday, 3rd August, 2005, 10:33 PM

Quote:

*Originally Posted by **francisca***

Yes, had a great time. I am hoping to arrive early next year, hoping you see fit to offer up some more "front porch" hospitality.

--Rich

Heh...

A number of the chaps with families are bound to bring them next year so that they can enjoy the charms of Lake Geneva, a true tourist trap with plenty to amuse women and children not enthralled by the lure of gaming.

Gail does plan to have another "Open Porch," likely spreading out to the side yard as well if the weather is clement. All there should pray that the weather has been as dry as this year so that the mosquito population is minimal. That way some Yard Guard and bug candles will make the place reasonably safe and enjoyable.

Cheers,
Gary

francisca

Thursday, 4th August, 2005, 12:49 AM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

A number of the chaps with families are bound to bring them next year so that they can enjoy the charms of Lake Geneva, a true tourist trap with plenty to amuse women and children not enthralled by the lure of gaming.

Gail does plan to have another "Open Porch," likely spreading out to the side yard as well if the weather is clement. All there should pray that the weather has been as dry as this year so that the mosquito population is minimal. That way some Yard Guard and bug candles will make the place reasonably safe and enjoyable.

*Cheers,
Gary*

My family enjoyed the beach quite a bit on saturday. Whether they come next year remains to be seen. That's good news about the open porch.

Col_Pladoh

Thursday, 4th August, 2005, 03:27 PM

Quote:

*Originally Posted by **francisca***

My family enjoyed the beach quite a bit on saturday. Whether they come next year remains to be seen. That's good news about the open porch.

there is a good water park at Timber Ridge, so the kiddies can be amused even more than is provided by the beach here.

One of the fellows on Dragonsfoot just volunteered to bring some bottles of the red wine vinted in his area, so there'll be a wine tasting next year here on the porch;) If only i could convince Francois Froideval to come over from France with some choice bordeaux and burgundies... :lol:

Cheers,
Gary

thedungeondelver

Friday, 5th August, 2005, 11:00 PM

Quote:

*Originally Posted by **Col_Pladoh***

One of the fellows on Dragonsfoot just volunteered to bring some bottles of the red wine vinted in his area, so there'll be a wine tasting next year here on the porch;) If only i could convince Francois Froideval to come over from France with some choice bordeaux and burgundies... :lol:

*Cheers,
Gary*

Uh oh, if these EN-oids begin to show up I may have to break out something more their speed - mountain dew spiked with MD20/20, coca-cola and muscatel, thunderbird mixed with Slurpees, etc. :lol:

Col_Pladoh

Friday, 5th August, 2005, 11:10 PM

Quote:

*Originally Posted by **thedungeondelver***

Uh oh, if these EN-oids begin to show up I may have to break out something more their speed - mountain dew spiked with MD20/20, coca-cola and muscatel, thunderbird mixed with Slurpees, etc. :lol:

that sounds pretty much like what my crew prefer to drink during game sessions,,,leaving out the cheap wine :lol:

Cheers,
Gary

BOZ

Saturday, 6th August, 2005, 12:43 AM

gary, someone posted this in a thread that i started. any insight?

Quote:

*Originally Posted by **countgray***

*This guy is maybe the 3rd Demon Prince ever mentioned in D&D in supplement III Eldritch Wizardry (The same one that introduced us to Orcus & Demogorgon). On p.43 in the entry on the Codex of the Infinite Planes, it makes mention of the **wev a Prince Nql**.*

Just a name, no stats, and I don't recall the fiend being mentioned anywhere else ever again.

Such a mystery that the 3rd named Demon Prince in D&D has never been seen again in print.

Col_Pladoh

Saturday, 6th August, 2005, 01:20 AM

Quote:

*Originally Posted by **BOZ***

gary, someone posted this in a thread that i started. any insight?

Nql is whatever DMs want him to be. I never developed that partocular demon. Considering the name, I should think he would have powers of inibriation, sleep, and a false sense of security :lol:

Cheers,
Gary

haakon1

Saturday, 6th August, 2005, 02:29 AM

Quote:

*Originally Posted by **Col_Pladoh***

that sounds pretty much like what my crew prefer to drink during game sessions,,,leaving out the cheap wine :lol:

*Cheers,
Gary*

Hmmm, gaming beverage choices can be amusing. I generally stay away from Coke, even though I love it, because gaming gets me wired already -- I generally can't sleep until 2-3 am after gaming as it is! Lamely, I tend to drink Diet rootbeer -- which has no nothing in it. Sometimes I'll go with Newcastle Brown Ale or Strongbow Cider . . . British stuff seems more medieval to me.

One of my fellow gamers likes to do about a six-pack of Rainer (local Washington State lager, not as good as Bud IMHO), another likes ridiculous quantities of Mountain Dew (like 40 oz.), but most are a reasonable mix of decent beers and soda.

As we've gotten older, we've moved from pizza and chips to carrot sticks and what we call "Scooby snacks" (a type of health food oat cereal). Once in a while, we'll go with Iron Rations -- Oberto beef jerky, Carr's Water crackers (close as you can get to hardtack), and dried fruit. Yummy! ;)

Col_Pladoh

Saturday, 6th August, 2005, 02:48 PM

Quote:

*Originally Posted by **haakon1***

Hmmm, gaming beverage choices can be amusing. I generally stay away from Coke, even though I love it, because gaming gets me wired already -- I generally can't sleep until 2-3 am after gaming as it is! Lamely, I tend to drink Diet rootbeer -- which has no nothing in it. Sometimes I'll go with Newcastle Brown Ale or Strongbow Cider . . . British stuff seems more medieval to me.

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As we've gotten older, we've moved from pizza and chips to carrot sticks and what we call "Scooby snacks" (a type of health food oat cereal). Once in a while, we'll go with Iron Rations -- Oberto beef jerky, Carr's Water crackers (close as you can get to hardtack), and dried fruit. Yummy! ;)

Most of the time I drink water to keep my throat from being parched from all the talking, eat nothing because there's many a snack I keep munching if I start. Most of the chaps who play in the group enjoy a soft drink and whatever snacks are around--always some it seems, including White Castle "Sliders" now and again.

On special occassions I will indulge in a g&t, whiskey, or ale/beer while I GM, but that's raree indeed.

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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Frank Mentzer

Saturday, 6th August, 2005, 04:16 PM

Quote:

Originally Posted by **ColpLaDoh**

there's many a snack I keep munching if I start

Like all-butter pie crust in 1"x4" sticks, each with some cinnamon sugar on top.

Col_Pladoh

Saturday, 6th August, 2005, 04:55 PM

Quote:

Originally Posted by **Frank Mentzer**

Like all-butter pie crust in 1"x4" sticks, each with some cinnamon sugar on top.

Dude!

Yumm! Those pie crust cookies you make at the Baker's House are addictive :eek:

Gary

Joël of the FoS

Tuesday, 9th August, 2005, 01:00 AM

Great news. I got an email back from Aurélien, he said no problem to bring you a box. So I'll get in touch with him after the 22nd (when back from vacation) and I will bring him ze Québec beer :)

Joël

dcas

Tuesday, 9th August, 2005, 03:16 PM

Quote:

Originally Posted by **Frank Mentzer**

Like all-butter pie crust

Surely there are other ingredients to pie crust than butter. :)

Frank Mentzer

Tuesday, 9th August, 2005, 06:46 PM

Quote:

Originally Posted by **dcas**

Surely there are other ingredients to pie crust than butter.

Sure. That's to differentiate between ours and other foods that contain shortening (or margarine) and various chemicals like dough conditioners, mold retardants, shelf-life extenders, artificial colors/flavors, etc.

PIE 2 9 o d f 2 i i h • 2 e i d t e P a t r y F l o u r , B u t t e r , W a t e r , G r a n u l a t e d S u g a r , B r o w n S u g a r , C i n n a m o n . m u t r s t s S e r v i n g s i z e 2 o z (5 7 g) : 2 5 0 c a l (1 4 0 f r o m f a t) ; 1 6 g f a t , 1 1 g s a t f a t , 4 0 m g c h o l e s t e r o l , 1 2 5 m g s o d i u m ; C A R B S t o t a l 2 3 g (f i b e r 1 g , s u g a r s 1 g) , P r o t e i n 3 g . I a . e v y w a t k e v a h e r ' ; B o x 5 9 t u , M i n o c q u a , W I 5 4 5 4 8 7 1 5 • 3 5 6 - 0 0 6 6 • R e g u l a t e d b y W I D e p t A g

Col_Pladoh

Tuesday, 9th August, 2005, 07:58 PM

Quote:

Originally Posted by **Joël of the FoS**

Great news. I got an email back from Aurélien, he said no problem to bring you a box. So I'll get in touch with him after the 22nd (when back from vacation) and I will bring him ze Québec beer :)

Joël

That's great! As we are driving, carrying something back will be no problem either.

I do hope you'll make a LGGC so I can regale you with some of the local brews from New Glarus :D

Cheers,
Gary

Col_Pladoh

Tuesday, 9th August, 2005, 08:00 PM

Notice! The pie crust cookies fail to bear a warning label, however:

WARNING! Eating these might be habit forming as they are so delicious.

:p
Gary

dcas

Tuesday, 9th August, 2005, 10:19 PM

Quote:

*Originally Posted by **Frank Mentzer***

Sure. That's to differentiate between ours and other foods that contain shortening (or margarine) and various chemicals like dough conditioners, mold retardants, shelf-life extenders, artificial colors/flavors, etc.

Yes, yes. I just couldn't resist a laugh at your expense. I am from Philadelphia after all. :lol:

Serving size 2oz? How many cookies are in 2 ounces?

Frank Mentzer

Wednesday, 10th August, 2005, 07:11 PM

Quote:

*Originally Posted by **dcas***

Serving size 2oz? How many cookies are in 2 ounces?

I dislike self-promotion on Gary's board (and we'll leave it at this, eh whot?), but... our standard 1/2 pound (8 oz) bag overflows one hand, roughly the size of two hands. The serving size is 1/4 of the package. (Reasonable unless you get addicted; we went through 6 bags during one 7-player 6-hour game.)

Col_Pladoh

Wednesday, 10th August, 2005, 07:13 PM

Quote:

*Originally Posted by **Frank Mentzer***

I dislike self-promotion on Gary's board (and we'll leave it at this, eh whot?), but...

But me no buts!

I demand more cookies for this outrageous thread hijack :lol:

Heh,
Gary

gideon_thorne

Wednesday, 10th August, 2005, 07:15 PM

Rampant corruption. Dudes always trying to get dough out of people. :D

Quote:

*Originally Posted by **Col_Pladoh***

But me no buts!

I demand more cookies for this outrageous thread hijack :lol:

*Heh,
Gary*

Col_Pladoh

Wednesday, 10th August, 2005, 07:40 PM

Quote:

Originally Posted by **gideon_thorne**

Rampant corruption. Dudes always trying to get dough out of people. :D

That's no half-baked observation. It's sweet, so takes the cake, and I'm not buttering you up by saying so. :p

Cheers,
Gary

gideon_thorne

Wednesday, 10th August, 2005, 07:42 PM

To say the yeast, ya always rise to the occasion. :p

Quote:

Originally Posted by **Col_Pladoh**

That's no half-baked observation. It's sweet, so takes the cake, and I'm not buttering you up by saying so. :p

Cheers,
Gary

Col_Pladoh

Wednesday, 10th August, 2005, 07:48 PM

Quote:

Originally Posted by **gideon_thorne**

To say the yeast, ya always rise to the occasion. :p

Guideon Thorn added tartly...

Cheers,
Gary

Henry

Wednesday, 10th August, 2005, 10:09 PM

You *doughnut* know how much your *inbread* punning senselessly *pains* me... :lol:

gideon_thorne

Wednesday, 10th August, 2005, 10:22 PM

Uh oh...he's on a roll! :p

Col_Pladoh

Wednesday, 10th August, 2005, 10:38 PM

Quote:

Originally Posted by **Henry**

You doughnut know how much your inbread punning senselessly pains me... :lol:

Sadly, Frank refuses to make and purvey doughnuts :(

I apologise if my humor causes you to have hot, cross buns. To me there's nothing better than a stolen pun, although you think it cruller than called for.

:heh:
Gary

Col_Pladoh

Wednesday, 10th August, 2005, 10:40 PM

Quote:

Originally Posted by **gideon_thorne**

Uh oh...he's on a roll! :p

No loafer you. When it comes to punning you are a hard man.

Cheers,
Gary

VirgilCaine

Wednesday, 10th August, 2005, 10:51 PM

Gary! An honor to address you. I have two questions:

1. Did anyone in the early days, to your experience, ever do try and make armor from the Tarrasque's shell?

2. Did you have anything to do with the development of the Rakshasha and if so, what connection does it have to the Rakshasha from the television show *Kolchak: The Night Stalker*?

-Virgil

gideon_thorne

Wednesday, 10th August, 2005, 11:07 PM

Just trying to keep currant and not work at crossant purposes. :cool:

Quote:

*Originally Posted by **Col_Pladoh***

No loafer you. When it comes to punning you are a hard man.

*Cheers,
Gary*

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Mark CMG

Thursday, 11th August, 2005, 12:14 AM

Wow, this thread is getting big! Have there really been nine of these?

ColonelHardisson

Thursday, 11th August, 2005, 01:16 AM

Hey Gary! I finally stumbled across a copy of "Poplollies and Bellibones," and bought it due to your recommendation lo these many moons ago. A fantastic little reference book, a veritable Rosetta Stone to the Gygaxian style of writing.

Nathan P. Mahney

Thursday, 11th August, 2005, 10:10 AM

Hi Gary,

I just got done on a George Romero movie binge - Night of the Living Dead through Land of the Dead - and I was struck by some of the similarities between Romero's zombies and the D&D Ghoul. So I was wondering, did you pull any inspiration from Night of the Living Dead?

oldschooler

Friday, 12th August, 2005, 11:29 PM

As far as I know, Land of the Dead was the only Romero film to use the term "zombie". I know the creatures were referred to as ghouls in Night of the Living Dead, but zombie is more a term for Vodoo. The term ghouls fits any living being who consumes their own dead, or any dead being who consumes their living counterparts.

I think in terms of Dungeons & Dragons, zombies represent a magic-users (or clerics) ability to raise the dead as servants; while ghouls represent those that die and go on to feed on the living (like in Romero's Dead quartet). But that's just my opinion, YMMV.

Col_Pladoh

Saturday, 13th August, 2005, 12:04 AM

Quote:

*Originally Posted by **Nathan P. Mahney***

Hi Gary,

I just got done on a George Romero movie binge - Night of the Living Dead through Land of the Dead - and I was struck by some of the similarities between Romero's zombies and the D&D Ghoul. So I was wondering, did you pull any inspiration from Night of the Living Dead?

The D&D ghoul was inspired by the Lovecraftian critter of that name and my own imagination. they first appeared in play in c. 1970 in the Chainmail Fantasy Supplement table top games.

Cheers,
Gary

Nathan P. Mahney

Monday, 15th August, 2005, 08:22 AM

Thanks Gary! I got another for you.

Did you ever have much contact with Steve Jackson and Ian Livingstone, original founders of Games Workshop? I figure probably not, but it would be cool if my three favourite old-school gaming personalities got together at some point.

Col_Pladoh

Monday, 15th August, 2005, 03:12 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

Thanks Gary! I got another for you.

Did you ever have much contact with Steve Jackson and Ian Livingstone, original founders of Games Workshop? I figure probably not, but it would be cool if my three favourite old-school gaming personalities got together at some point.

:lol:

As a matter of fact I met Ian and Steve in the UK back in the 1970s, personally selected them as the exclusive distributors for the TSR game line thereafter. Those two worthies stayed with me in my home in the early 1980s, and I still get Christmas cards from Ian. (I have lost track of Steve, sadly.)

When at my place they both helped me clear poison oak from the trees around the house. I didn't realize that I was virtually immune to the irritant sap, but both of the poor chaps got back to England and suffered the itchy red bumps in profusion, and gave me what for:heh: BTW, John Edwards of Jedko in Australia was there too, and he could mimic my American and Ian's and Steve's British accents and made jest of the lot of us.

As an historical aside that has never been mentioned before, I wanted TSR to merge with GW, that enterprise getting a quarter interest in the new enterprise formed from merging the two companies, but Ian and Steve were chary of the Blumes. I couldn't come right out and say that I would surely vote with them against my erstwhile partners, so there went that.

Cheers,
Gary

francisca

Monday, 15th August, 2005, 03:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

As an historical aside that has never been mentioned before, I wanted TSR to merge with GW, that enterprise getting a quarter interest in the new enterprise formed from merging the two companies, but Ian and Steve were chary of the Blumes. I couldn't come right out and say that I would surely vote with them against my erstwhile partners, so there went that.

*Cheers,
Gary*

Hi Gary!

Now *that* is an interesting footnote in the history of gaming. My my, how much different would the industry be today if that had come about.....

Col_Pladoh

Monday, 15th August, 2005, 04:07 PM

Quote:

*Originally Posted by **francisca***

Hi Gary!

*Now *that* is an interesting footnote in the history of gaming. My my, how much different would the industry be today if that had come about.....*

Quite so.

Ian and Steve were both very bright and hard-nosed businessmen that were dedicated to success. Had they comprised a part of the Board of Directors of TSR, voting 25% of the shares, it is likely that all the debacles that followed in 1983 and 84 would not have hapened.

Such is life...

Cheerio,
Gary

Joseph Elric Smith

Monday, 15th August, 2005, 04:07 PM

If only it had came to pass, oh how I cvan imagine it.
Ken

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

As an historical aside that has never been mentioned before, I wanted TSR to merge with GW, that enterprise getting a quarter interest in the new enterprise formed from merging the two companies, but Ian and Steve were chary of the Blumes. I couldn't come right out and say that I would surely vote with them against my erstwhile partners, so there went that.

*Cheers,
Gary*

Col_Pladoh

Monday, 15th August, 2005, 04:21 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

*If only it had came to pass, oh how I cvan imagine it.
Ken*

Indeed Ken...

I was sorry that didn't happen. I suppose i might have leveled with Ian and Steve in regards to my concerns to the capacity of Brian and Kevin to continue to run TSR, but I was too loyal to do so. When those two sold out to Lorraine Williams, I truly regreted my decision :)

Cheers,
Gary

francisca

Monday, 15th August, 2005, 05:31 PM

Quote:

*Originally Posted by **Col_Pladoh***

Indeed Ken...

I was sorry that didn't happen. I suppose i might have leveled with Ian and Steve in regards to my concerns to the capacity of Brian and Kevin to continue to run TSR, but I was too loyal to do so. When those two sold out to Lorraine Williams, I truly regreted my decision :)

*Cheers,
Gary*

No good deed goes unpunished, eh?

Well despite the mishandling in the 80's, I've still enjoyed your creations. No matter what *could* have happened, I know what *did* happen: me and countless others enjoy your work greatly.

Gray Mouser

Monday, 15th August, 2005, 05:48 PM

Quote:

*Originally Posted by **Col_Pladoh***

:As an historical aside that has never been mentioned before, I wanted TSR to merge with GW, that enterprise getting a quarter interest in the new enterprise formed from merging the two companies, but Ian and Steve were chary of the Blumes. I couldn't come right out and say that I would surely vote with them against my erstwhile partners, so there went that.

*Cheers,
Gary*

In the words of the Black Adder: "Oh, bugger."

Gray Mouser

Col_Pladoh

Monday, 15th August, 2005, 06:07 PM

Quote:

*Originally Posted by **francisca***

No good deed goes unpunished, eh?

*Well despite the mishandling in the 80's, I've still enjoyed your creations. No matter what *could* have happened, I know what *did* happen: me and countless others enjoy your work greatly.*

Actually,

That is why I kept on creating after the sordid business at TSR, and am still at it to as great an extent as I can manage. I too am a gamer :lol:

cheers,
Gary

Col_Pladoh

Monday, 15th August, 2005, 06:10 PM

Quote:

*Originally Posted by **Gray Mouser***

In the words of the Black Adder: "Oh, bugger."

Gray Mouser

Gotta love Black Adder :D

I actually told Ian Livingston about the reason for my plan, but that was long after he and Steve had left GW. Ian said had he known my reasoning, had my assurances, he and Steve would have agreed.

Oh, bugger :confused:

Gary

Gray Mouser

Monday, 15th August, 2005, 07:27 PM

Quote:

*Originally Posted by **Col_Pladoh***

Gotta love Black Adder :D

Heh, my online game sometimes reminds me of the illustrious (mis)adventures of the Black Adder. Of course, they don't need Baldrick, being quite capable of pulling off both the coniving and the misfortune on their own :D

Gray Mouser

VirgilCaine

Monday, 15th August, 2005, 08:18 PM

Quote:

*Originally Posted by **Col_Pladoh***

(I have lost track of Steve, sadly.)

It's not this Steve Jackson, is it? www.sjgames.com

Col_Pladoh

Monday, 15th August, 2005, 08:18 PM

Quote:

*Originally Posted by **Gray Mouser***

Heh, my online game sometimes reminds me of the illustrious (mis)adventures of the Black Adder. Of course, they don't need Baldrick, being quite capable of pulling off both the coniving and the misfortune on their own :D

Gray Mouser

Heh-heh,

Quite a typical lot then, eh? the beauty of having a good droup is that on any given day at least one of the bunch will have the good sense to avoid the disastrous, thus manage to keep the campaign going. Having been the one leading to misadventure not a few times, i really do appreciate my fellow players intervention at such times :eek:

Cheers,
Gary

Col_Pladoh

Monday, 15th August, 2005, 08:26 PM

Quote:

*Originally Posted by **VirgilCaine***

It's not this Steve Jackson, is it? www.sjgames.com

No, it isn't. The Steve Jackson referred to is a Brit, and was the co-owner of Games Workshop back in the 1980s.

Cheers,
Gary

VirgilCaine

Monday, 15th August, 2005, 08:58 PM

Quote:

*Originally Posted by **Col_Pladoh***

No, it isn't. The Steve Jackson referred to is a Brit, and was the co-owner of Games Workshop back in the 1980s.

*Cheers,
Gary*

Oh.

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Monday, 15th August, 2005, 09:05 PM

Quote:

*Originally Posted by VirgilCaine**Oh.*

Indeed...

...and very different the two chaps with the same name.

British Steve, shall we say, was a quite and rather unassuming fellow :lol:

Cheerio,
Gary

Gray Mouser

Monday, 15th August, 2005, 09:07 PM

Quote:

*Originally Posted by Col_Pladoh**Heh-heh,**Quite a typical lot then, eh?*

Yes, it seems so. In fact, one of them makes it a habit to seemingly go out of his way to annoy the NPC's who offer the party quests in the first place. "Sure we'll look for your lost wand, Mage and take the money you offer us. But shouldn't we get *more* gold? I mean that wand must be special to you, right?" Heh, I can't wait until they give the CN mage back his wand :]

Of course, they're on the quest in the first place because the Mage was kind enough to remove the curse said PC got from being too uppity with the local Thieves' Guild second-in-command! "Remove the curse in exchange for finding your wand? Sure! But it'll cost ya..."

I *really* can't wait until they give him that wand back :] :] :

Quote:

*the beauty of having a good droup is that on any given day at least one of the bunch will have the good sense to avoid the disastrous, thus manage to keep the campaign going. Having been the one leading to misadventure not a few times, i really do appreciate my fellow players intervention at such times :eek:**Cheers,*
Gary

OK, here's an actual question for you, Colonel. What are a few of the memorable spots of trouble you got your fellow players into? :D

Gray Mouser

Col_Pladoh

Monday, 15th August, 2005, 09:27 PM

Quote:

Originally Posted by Gray Mouser

...

*OK, here's an actual question for you, Colonel. What are a few of the memorable spots of trouble you got your fellow players into? :D**Gray Mouser*

Actually, the situation and players' PCs' reactions to it tend to get the characters into trouble--usually despite sometimes obvious warnings of some sort, veiled usually, from me. as the GM. Of course, in the role of an adversarial NPC of any type I am likely doing my best to bring them to grief.

The outstanding instances of that, including my own PCs' gaffs, have been pretty well covered in the *Dragon* magazine column.

The veterans of my LA game group are likely to hang their heads if asked what happened to them in the "Gmome Maze" when adventuring in

The Hermit module. They lost a lot of good Avatars there, and all because of being thoughtless. spoiled my night too, for that ended play in the setting :)

Cheers,
Gary

Gray Mouser

Monday, 15th August, 2005, 09:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

Actually, the situation and players' PCs' reactions to it tend to get the characters into trouble--usually despite sometimes obvious warnings of some sort, veiled usually, from me. as the GM. Of course, in the role of an adversarial NPC of any type I am likely doing my best to bring them to grief.

The outstanding instances of that, including my own PCs' gaffs, have been pretty well covered in the Dragon magazine column.

Well, in order for you not have to recount those misadventures here, I'll inquire as to any update on the possibility of seeing those columns published as a stand alone volume. I'm not a reader of *Dragon* these days (although I picked up my first *Dungeon* ever a while back wehn Rob had an updayed Maure Castle in it) and finding all of your columns would be quite a task, I think (although I am interested in reading them).

Quote:

The veterans of my LA game group are likely to hang their heads if asked what happened to them in the "Gnome Maze' when adventuring in The Hermit module. They lost a lot of good Avatars there, and all because of being thoughtless. spoiled my night too, for that ended play in the setting :)

*Cheers,
Gary*

That is a danger in gaming, no? I don't mind killing PC's (and sometimes wish to have a go at the players ;)) but sometimes the deaths come on because of blatant carelessness.

Gray Mouser

Col_Pladoh

Monday, 15th August, 2005, 10:25 PM

Greetings Gray Mouser,

I am awaiting more material from rob to fill sifficient pages to warrant a book. when he has sent me a dozen or so such yarns, I'll add some more material, and they we'll seek a publisher ;)

When Rob and I chatted at the Lake Geneva Gaming convention at the end of last month, he said he hoped to get to the writing task soon...

Character deaths are not much to be desired in a campaign, and when they are lost en mass to sheer neglect of caution it is generally calamitous :uhoh:

Cheers,
Gary

SuStel

Monday, 15th August, 2005, 10:51 PM

Hi, Gary! I was wondering how many rooms tend to appear on an average dungeon level that you devise for your games. I tend to have 20–30 keyed areas on any given level, on a letter-sized five-squares-per-inch piece of graph paper. How 'bout you?

Anyone else should pipe up too!

Col_Pladoh

Tuesday, 16th August, 2005, 03:11 AM

Quote:

*Originally Posted by **SuStel***

Hi, Gary! I was wondering how many rooms tend to appear on an average dungeon level that you devise for your games. I tend to have 20–30 keyed areas on any given level, on a letter-sized five-squares-per-inch piece of graph paper. How 'bout you?

Anyone else should pipe up too!

The number of encounter areas I have on a level depends on the overall setting, but 20 on a map with four lines per inch is about as spare as I'll go so as to avoid tedium in exploration. With careful planning one can work in a lot of encounters without the place seeming like a fun house. Take a look at the "Old Time Dungeon Crawl" in the *Hall of Many Panes* for an example of this ;)

Cheers,
Gary

Gray Mouser

Tuesday, 16th August, 2005, 04:06 AM

Quote:

Originally Posted by **Col_Pladoh**

Greetings Gray Mouser,

I am awaiting more material from rob to fill sufficient pages to warrant a book. when he has sent me a dozen or so such yarns, I'll add some more material, and they we'll seek a publisher ;)

When Rob and I chatted at the Lake Geneva Gaming convention at the end of last month, he said he hoped to get to the writing task soon...

Character deaths are not much to be desired in a campaign, and when they are lost en mass to sheer neglect of caution it is generally calamitous :uhoh:

Cheers,
Gary

Good news about the compilation project, Colonel. I hope Rob is a quick typist! ;)

Speaking of the LGGC, how did things go? I haven't seen a write up of it here or at dragonsfoot and was curious as to how things went. Did you run an AD&D or OD&D game or an LA session? Any memorable gaming sessions?

Gray Mouser

Col_Pladoh

Tuesday, 16th August, 2005, 04:06 PM

Quote:

Originally Posted by **Gray Mouser**

Good news about the compilation project, Colonel. I hope Rob is a quick typist! ;)

Speaking of the LGGC, how did things go? I haven't seen a write up of it here or at dragonsfoot and was curious as to how things went. Did you run an AD&D or OD&D game or an LA session? Any memorable gaming sessions?

Gray Mouser

Rob is not as slow as I am these days, but more I can not assert :lol:

The LGGC was a smashing success--an ideal mini-con of relaxed fun with many "name" persns there as regular folks just having fun. I don't believe there was a single complaint, and all the attendees played games and enjoyed themselves.

We had an "open porch" party in the thursday evening of the cn, and about 20 people showed up- Gail had prepared too much food, so there were leftovers here for several days after.

I schmoozed around with folks on Friday and Sunday, answered questions and signed autographs, played a couple of short games.

On Saturday I was the tour guide for those who wanted to see the locations of TSR during its history. We went in a yellow school bus, too big for easy pull-over stops for my extended descriptions of things, so we rolled along. When the group got back to the Cove i spent about a quarter of an hour completing my spiel. All seemed pretty well satisfied with the tour.

I then had seven gamers over to my front poech for an LA game adventure session, which the all seemed to enjoy greatly.

We then went to the Next Door Pub--the scene of much old GenCon revelry--with the Trolls for pizza and beer.

The Trolls were delighted with how the gathering went, and the next LGGC is going to be held in early June next year, possibly with a second one following in the early autumn.

I for one surely had a great time;)

Cheerio,
Gary

Deogolf

Tuesday, 16th August, 2005, 04:35 PM

Quote:

Originally Posted by **Col_Pladoh**

Actually, the situation and players' PCs' reactions to it tend to get the characters into trouble--usually despite sometimes obvious warnings of some sort, veiled usually, from me. as the GM. Of course, in the role of an adversarial NPC of any type I am likely doing my best to bring them to grief.

The outstanding instances of that, including my own PCs' gaffs, have been pretty well covered in the Dragon magazine column.

The veterans of my LA game group are likely to hang their heads if asked what happened to them in the "Gnome Maze" when adventuring in The Hermit module. They lost a lot of good Avatars there, and all because of being thoughtless. spoiled my night too, for that ended play in the setting :|

Cheers,
Gary

:confused: :p :p :p

Col_Pladoh

Tuesday, 16th August, 2005, 04:54 PM

Quote:

*Originally Posted by **Deogolf***

:confused: :p :p :p

Thus spake one of those who went like a sheep into the pit :\\

Cheers,
Gary

serleran

Tuesday, 16th August, 2005, 05:52 PM

Quote:

The Trolls were delighted with how the gathering went, and the next LGGC is going to be held in early June next year, possibly with a second one following in the early autumn.

Now that is good news, Gary. Veyr happy that the mini-con went over so well.

At some point in your gaming lifetime, have you fleshed out, played through, or otherwise used each of the 1001 adventures in Volume I of Castle Zagyg?

Deogolf

Tuesday, 16th August, 2005, 06:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

Thus spake one of those who went like a sheep into the pit :

*Cheers,
Gary*

Baah-baah!! :D

Col_Pladoh

Tuesday, 16th August, 2005, 06:09 PM

Quote:

*Originally Posted by **serleran***

Now that is good news, Gary. Veyr happy that the mini-con went over so well.

The event was great fun, and all there that have communicated with me agree it was so :D

Quote:

At some point in your gaming lifetime, have you fleshed out, played through, or otherwise used each of the 1001 adventures in Volume I of Castle Zagyg?

I am a devoted gamer and dedicated creative guy, but no. I haven't had time to play out all of those adventures.

As a matter of fact I have created two new ones along the Menhir gills road for the LA game group of Avatars I have playing in the Yggsburgh setting. (They played C&C game PCs in some early tests, and not I want to use the system I like best, so we've switched to the LA game.)

The team is currently in the throes of combat with a brangle of hill trollkin, some 300 or more of them, and things don't look too good as their newly-formed company of infantry spearmen have taken heavy losses and would break if not surrounded by the enemy. There is hope if they play their Avatars well, and the Noble and Enchanter Order PCs show up and perform as they ought to. We shall see on Thursday night...

Cheers,
Gary

Col_Pladoh

Tuesday, 16th August, 2005, 06:12 PM

Quote:

*Originally Posted by **Deogolf***

Baah-baah!! :D

Better show up for the game on Thursday, or else your Avatar might become Trollkin food :eek:

Heh,
Gary

francisca

Tuesday, 16th August, 2005, 06:15 PM

Quote:

*Originally Posted by **Col_Pladoh***

The event was great fun, and all there that have communicated with me agree it was so :D

Yep. I had a great time, and plan on attending as many LGGCs in the future as I can. Good call on the June date, that will certainly make it easier for me to attend, given that I am very busy during the months of July and August.

Col_Pladoh

Tuesday, 16th August, 2005, 06:40 PM

Quote:

*Originally Posted by **francisca***

Yep. I had a great time, and plan on attending as many LGGCs in the future as I can. Good call on the June date, that will certainly make it easier for me to attend, given that I am very busy during the months of July and August.

Great :D

The Trolls are looking at an October date for a second con, maybe one with military miniatures included...

cheers,
Gary

Deogolf

Tuesday, 16th August, 2005, 07:49 PM

Quote:

*Originally Posted by **Col_Pladoh***

Better show up for the game on Thursday, or else your Avatar might become Trollkin food :eek:

*Heh,
Gary*

Aye-Aye, Captain!

I will be there! As some say, "God willing and the creek don't rise!!"

John

Rakin

Tuesday, 16th August, 2005, 08:25 PM

Deogolf

Tuesday, 16th August, 2005, 08:46 PM

Quote:

Originally Posted by **Rakin**

Ever try the theatre??

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Gary Gygax Q&A, Part IX

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gideon_thorne

Tuesday, 16th August, 2005, 08:50 PM

Quote:

*Originally Posted by **Deogolf****Ever try the theatre??*

LOL!

Who takes a game serious? :p

Rakin

Tuesday, 16th August, 2005, 08:55 PM

Quote:

*Originally Posted by **Deogolf****Ever try the theatre??*

Haha, no I haven't and I don't think I could "act" act:D . I have read books that have given me so much emotion, I don't see why D&D can't do the same, and thats just it maybe there's a reason and I just don't see it.

Col_Pladoh

Tuesday, 16th August, 2005, 09:09 PM

Quote:

*Originally Posted by **Deogolf****Ever try the theatre??*

:lol: :lol: :lol:
Gary

Deogolf

Tuesday, 16th August, 2005, 09:31 PM

Quote:

*Originally Posted by **Rakin****Haha, no I haven't and I don't think I could "act" act:D . I have read books that have given me so much emotion, I don't see why D&D can't do the same, and thats just it maybe there's a reason and I just don't see it.*

I think you're looking for a good DM. Good DMs are able to make things come alive and almost seem real! But, if you're trying to find a whole group that's like that, you're probably going to come up empty! Not everyone wants to be an extrovert and act out everything. Good luck in your search though!!

Rakin

Tuesday, 16th August, 2005, 09:48 PM

Hmm well, I am the DM....I guess that means I need to do some work then. Thanks for helping me realize. Also, I'm not really a game nazi, I know how to have fun get out of character to make jokes and th...hmm nevermind, thanks for the tips and advice. Sorry to put a wrinkle in such a great thread.

Nathan P. Mahney

Wednesday, 17th August, 2005, 02:18 PM

Thanks for the answer Gary; I figured you must have had contact with Steve and Ian at some point given their distribution of D&D in the UK, but that was much cooler than I was expecting! It's also cool to get some indication that they (and your good self) are seemingly nice guys.

As for a GW/TSR team-up - wow! The mind boggles... I've no doubt that Steve and Ian would have been good on the business side of things, given the bucketloads of cash they made for themselves in the 80s.

haakon1

Thursday, 18th August, 2005, 06:00 AM

Quote:

Originally Posted by **Rakin**

I need some great new D&D friends, ones that want to make memories, ones that want to take gaming seriously and live out an adventure through their characters, people that want to put feeling, passion, and emotion into their gaming experience.

I feel bad for you, dude. I don't know if precisely what you describe exists, but there are gamers who are VERY serious about the game, and very into playing the character "right" instead of winning the game. It's best to have a mix of both, I find. Any player who pays attention and cares is a good player, IMO.

Col_Pladoh

Thursday, 18th August, 2005, 02:58 PM

Ciao!

As the principal reason to play a game is entertainment, whatever best provides that for the group engaged in play of the game is what is best for those concerned. What more can be said in that regard?

It needs be noted that the GM is a part of the group and needs to be equally amused and entertained, perhaps a bit more than any other single person therein because of his efforts on behalf of the players.

Cheers,
Gary

Aluvial

Thursday, 18th August, 2005, 03:52 PM

Greyhawk Deities

I'm curious to know how some of the Hero-Deities or Quasi-Deities received their status in Greyhawk.

When the pantheon was created, I'm sure that Greater through Intermediate Gods, and even Demi-Gods were created from scratch. But I've had the feeling that the Hero-Gods and Quasi-Deities had ascended.

Can you tell us how you allowed the ascension of these great heroes! Did any evil NPC's ascend as a result/balance of the PC's ascensions?

Thanks,

Aluvial

haakon1

Thursday, 18th August, 2005, 06:28 PM

Gawds

Hmmm, so Gary, which Greyhawk god is your personal favorite?

I'm partial to St. Cuthbert, since he's a real world figure too, which I find intriguing.

I also like Fharlanghn and Celestian quite a bit, and Pelor and Rao are old stand-by default goodness gods. Dalt is neat too.

Perhaps a more relevant question: to what degree do you think the human cultural regions should go with the gods. As in, should folks in Perrenland worship mostly Flannae gods, or does it not matter? To me, it doesn't much matter.

Rakin

Thursday, 18th August, 2005, 06:59 PM

Quote:

Originally Posted by **haakon1**

I feel bad for you, dude. I don't know if precisely what you describe exists, but there are gamers who are VERY serious about the game, and very into playing the character "right" instead of winning the game. It's best to have a mix of both, I find. Any player who pays attention and cares is a good player, IMO.

Thanks and that's what I'm basically interested in finding. I envy you. On the up side I just found two gentlemen in my area that seem very promising and I'm penning up a campaign as we speak. Perhaps the dark days are over.:D

Nathan P. Mahney

Thursday, 18th August, 2005, 09:02 PM

So, I was wondering... what was the first ever monster killed by a PC in D&D?

jokamachi

Thursday, 18th August, 2005, 10:10 PM

Quote:

Originally Posted by **Col_Pladoh**

Happy to answer...

*When I was contemplating the denizens for the vasty subterranean realms I determined to create some interesting races to populate the underdark. As with the drow, the Illithids came mostly from my imagination after a spark of inspiration. For the drow it was the dictionary mention as dark elves. For the mind flayers it was the cover of Brian Lumley's paperback book, *The Burrowers Beneath*. the thirs race was the Kuo-toans,*

but they proved to be less popular... Simple as that ;)

Cheers,
Gary

Hi, Gary,

It took me a while to get back to that initial question, but I appreciate the answer nonetheless. How about a follow-up? Of all the monsters that you have created for this game we love so much, which one surprised you the most? By that, I mean, which one had the greatest impact on the game and adventurers alike?

Lastly, are there any creatures that haunt you to this day? Any that killed any of your beloved characters? Creatures you wish you HADN'T created?

Sincerely,

jokamachi

Col_Pladoh

Friday, 19th August, 2005, 04:07 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

So, I was wondering... what was the first ever monster killed by a PC in D&D?

A giant centipede, with the 1st level PCs played by my son Ernie (fighter) and daughter Elise (cleric) :cool:

Cheers,
Gary

Col_Pladoh

Friday, 19th August, 2005, 04:18 PM

Quote:

*Originally Posted by **jokamachi***

Hi, Gary,

It took me a while to get back to that initial question, but I appreciate the answer nonetheless. How about a follow-up? Of all the monsters that you have created for this game we love so much, which one surprised you the most? By that, I mean, which one had the greatest impact on the game and adventurers alike?

Lastly, are there any creatures that haunt you to this day? Any that killed any of your beloved characters? Creatures you wish you HADN'T created?

Sincerely,

jokamachi

Rating the impact of monsters is pretty well impossible. Consider dragons and drow, then think of orcs and giants. Impossible to determine which are more meaningful in the many, many campaigns that have been run, are being consucted now.

I enjoy playing the part of any challenging monster or NPC, making the players feel their PCs' are in dire peril, for that is entertainment. Of course as a player I am anxious when faced by such a threat to my PC :eek:

About the worst monster I faced with Rob's iron golem that could levitate, breathe fire, and was armed with a whip causing petrification and a poisoned sword. that critter did for both Mordenkainen and bigby, and only a wish restored things :]

Two outstanding monsters in my memory of past adventures with me as the DM are the pair of black dragons that were loosed by the PCs on a level of Greyhawk Castle and Obmi the dwarf NPC that all the chaps got to really hate :lol:

Cheers,
Gary

Cheers,
Gary

Col_Pladoh

Friday, 19th August, 2005, 04:20 PM

Greetings Seekers!

Just got my copy of James M. Ward's spanking new fantasy yarn *Midshipwizard Halcyon Blithe*. It's a hardback from Tor, and I urge you to pick up a copy right away. Jim is an excellent writer, and this is surely the first of what I trust will be a long and successful series about the hero, Halcyon Blithe. One reviewer likened the story to a cross between C.S. Forrester and J.K. Rowling!

Check Amazon if you buy online.

Pass the word around, do ;)

Cheers,
Gary

Nathan P. Mahney

Friday, 19th August, 2005, 05:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

A giant centipede, with the 1st level PCs played by my son Ernie (fighter) and daughter Elise (cleric) :cool:

*Cheers,
Gary*

As ever, your memory astounds. I couldn't tell you what the first monster killed in my first ever game was, and that was only 16 years ago! (I can tell you that the whole thing ended in a TPK at the hands of a white dragon because I was so eager to fit in every monster in the game...)

I was surprised it was a giant centipede. I thought maybe a kobold, or a goblin, or maybe a rat of some kind. I was hoping for kobold, as I have a soft spot for the little fellows...

Col_Pladoh

Friday, 19th August, 2005, 05:37 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

As ever, your memory astounds. I couldn't tell you what the first monster killed in my first ever game was, and that was only 16 years ago! (I can tell you that the whole thing ended in a TPK at the hands of a white dragon because I was so eager to fit in every monster in the game...)

I was surprised it was a giant centipede. I thought maybe a kobold, or a goblin, or maybe a rat of some kind. I was hoping for kobold, as I have a soft spot for the little fellows...

I recall the adventure fairly well as it was my first as a DM.

Later in the long session of exploration, the two itrepid adventurers came upon the lair of several kobolds, slew two and the rest fled. They found an iron chest filled with coins...several thousand copper pieces--that was too heavy to move. A big disappointment, that, for the centipedes had been nesting in a pile of refuse in which there was located a nice peice of jewelry :lol:

Cheers,
Gary

Deogolf

Friday, 19th August, 2005, 06:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

Rating the impact of monsters is pretty well impossible. Consider dragons and drow, then think of orcs and giants. Impossible to determine which are more meaningful in the many, many campaigns that have been run, are being consucted now.

I enjoy playing the part of any challenging monster or NPC, making the players feel their PCs' are in dire peril, for that is entertainment. Of course as a player I am anxious when faced by such a threat to my PC :eek:

About the worst monster I faced with Rob's iron golem that could levitate, breathe fire, and was armed with a whip causing petrification and a poisoned sword. that critter did for both Mordenkainen and bigby, and only a wish restored things :]

Two outstanding mosters in my memory of past adventures with me as the DM are the pair of black dragons that were loosed by the PCs on a level of Greyhawk Castle and Obmi the dwarf NPC that all the chaps got to really hate :lol:

*Cheers,
Gary*

*Cheers,
Gary*

Hey! Barren Trolls are pretty scary! Especially when your surrounded by them and your an ecclesiastic and you can't hit jack-squat!! :D ;)

haakon1

Friday, 19th August, 2005, 06:47 PM

Quote:

*Originally Posted by **Col_Pladoh***

A giant centipede, with the 1st level PCs played by my son Ernie (fighter) and daughter Elise (cleric) :cool:

It's so cool to know that . . . wow, I'm such a geek! :heh:

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Gary Gygax Q&A, Part IX

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haakon1

Friday, 19th August, 2005, 06:54 PM

Maure Castle

Quote:

*Originally Posted by Col_Pladoh**About the worst monster I faced with Rob's iron golem that could levitate, breathe fire, and was armed with a whip causing petrification and a poisoned sword. that critter did for both Mordenkainen and bigby, and only a wish restored things :]*

Sounds very familiar! Knowing the Rob & Gary story on switching DM's for Maure Castle, we switched DM's too, so I was on the player side for Maure Castle.

I purposefully didn't know what the adventure contained, and we also got at least two PC deaths by the golem, before figuring out how to take it out. Some lower level folks escaped to a Rope Trick. Those who were slain were revived with a wish.

I was very happy that my big bad fighter, who couldn't hit a barn all day, finally got a crit or two to take out the big bad boss monster, like it was easy. :)

Col_Pladoh

Friday, 19th August, 2005, 07:45 PM

Quote:

*Originally Posted by Deogolf**Hey! Barren Trolls are pretty scary! Especially when your surrounded by them and your an ecclesiastic and you can't hit jack-squat!! :D ;)*

funny you should mention that...

My LA game group just concluded the second session against a brangle of Barrens Trollkin, and neither of the two Ecclesiastic Order Avatars were able to effectively hit those little beggars :lol: Fortunately for them there were some other, able, fighters there, and an Enchanter that did some nasty things to the jarl leading the 300 nasty little Alfar. the Trollkin managed to slay a bit over half the company of newly recruited soldiers the Avatars are leading, though, taking somewhat worse losses themselves, and losing a jarl and four chiefs which was too much for them so they ran away.

Cheers,
Gary

Col_Pladoh

Friday, 19th August, 2005, 07:46 PM

Quote:

*Originally Posted by haakon1**It's so cool to know that . . . wow, I'm such a geek! :heh:*

You're a geek?

Here I am telling about the matter... :uhoh:

:heh:
Gary

The Druid Merlin

Friday, 19th August, 2005, 08:40 PM

Pardon me, but when I think of paladins I don't just think of knights in shining armor on horseback, I think of Patton driving his tanks through Africa and the Alps. I think of Patton slapping the shell shocked soldier and calling him a coward. I think of Patton praying on his knees and swearing like a stable boy. I think of MacArthur disobeying Truman because he thought that Truman was timid before Communism and because he felt that he would make a better Commander in Chief. Remember there's requirement for sanity. These are just my opinions.

Col_Pladoh

Friday, 19th August, 2005, 08:48 PM

Quote:

*Originally Posted by The Druid Merlin**Pardon me, but when I think of paladins I don't just think of knights in shining armor on horseback, I think of Patton driving his tanks through*

Africa and the Alps. I think of Patton slapping the shell shocked soldier and calling him a coward. I think of Patton praying on his knees and swearing like a stable boy. I think of MacArthur disobeying Truman because he thought that Truman was timid before Communism and because he felt that he would make a better Commander in Chief. Remember there's requirement for sanity. These are just my opinions.

Stated as a true non-fantasy buff :mad:

Cheers,
Gary

RFisher

Saturday, 20th August, 2005, 01:26 PM

Gary & Frank, I'd be interested if either of you dropped in on [this thread](#) & gave a little background on the original purposes of the RPGA & any other thoughts on the subject.

Col_Pladoh

Saturday, 20th August, 2005, 03:45 PM

Quote:

*Originally Posted by **RFisher***

Gary & Frank, I'd be interested if either of you dropped in on [this thread](#) & gave a little background on the original purposes of the RPGA & any other thoughts on the subject.

I'll yield the floor to Frank on the thread you have going. The RPGA was his mission when he was brought on board TSR.

As the one who conceived of the organization and managed to have the TSR board of directors approve it, I will say that the purpose of the RPGA was to promote roleplaying in general and the TSR RPGs in particular--he who pays the piper calls the tune. Of course I wished to reward loyal gamers too, and so amongst the other benefits of the association I got a scholarship going. Sadly, the Blumes put an end to that before a trust fund could be established.

Cheers,
Gary

Nathan P. Mahney

Saturday, 20th August, 2005, 05:15 PM

Quote:

*Originally Posted by **Col_Pladoh***

You're a geek?

Here I am telling about the matter... :uhoh:

*:heh:
Gary*

Hey, I'm the one who specifically asked about it...

Geoffrey

Monday, 22nd August, 2005, 12:26 AM

Gary, my favorite AD&D modules of all are your D trilogy of modules (Drow and Kuo-Toa!). In the modules as published, they are set under the Sulhaut Mountains in the World of Greyhawk. Where were these adventures set before you published them and created the World of Greyhawk as published? Were they in America? Another continent? And where exactly on the continent?

Col_Pladoh

Monday, 22nd August, 2005, 03:39 PM

Quote:

*Originally Posted by **Geoffrey***

Gary, my favorite AD&D modules of all are your D trilogy of modules (Drow and Kuo-Toa!). In the modules as published, they are set under the Sulhaut Mountains in the World of Greyhawk. Where were these adventures set before you published them and created the World of Greyhawk as published? Were they in America? Another continent? And where exactly on the continent?

I wrote the D Series after the G ones, and both were set in the Flanaess, for by that time I had finished the world setting. It was easier for me to use it, what with the complete map and all :D

Cheers,
Gary

Steel_Wind

Monday, 22nd August, 2005, 09:34 PM

Hi Gary!

Me and a bunch of the guys in my gaming circle (who have for the most part been playing since the 70s) were thinking of coming down to the Canadian National Gaming Expo in Toronto this coming weekend to get your autograph - thank you in person and generally freeze up like

Ralphie about to ask Santa Claus for a BB gun ("And what do you want for Xmas little boy? A football? Ok. Get him out of here")

Do you know when you'll be appearing at the con? The posted schedule is - shall we say - less then exact in that regard.

Thanks in advance.

Col_Pladoh

Monday, 22nd August, 2005, 09:51 PM

Quote:

*Originally Posted by **Steel_Wind***

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Do you know when you'll be appearing at the con? The posted schedule is - shall we say - less then exact in that regard.

Thanks in advance.

Howdy Steel Wind!

We'll be rolling in on Friday in the afternoon sometime, and I'll be at the Troll Lord Games booth, 919 according to my information, a good deal of the time. I have a couple of seminars and a final D&D game round to DM on Sunday, but otherwise I'll be autographing there--and likely run a scratch LA game Saturday around 1 PM for up to 9 players.

Be sure and stop by, and don't be shy about greeting a fellow gamer :D

I do love that show about Ralphie and the BB gun for Christmas. As a kid growing up around that very time, I wanted a Red Ryder model from Daisy very much. Mother refused, so I mowed lawns the summer I was 10 and bought a slightly less expensive Daisy lever action BB gun for myself, kept it hidden from plying parental eyes for the whole of the year, and it was revealed only the following spring, when fate allowed me to keep it :eek:

Cheers,
Gary

Anson Caralya

Monday, 22nd August, 2005, 10:15 PM

Hello Gary! Sorry if these issues have been addressed elsewhere, as always:

Quote:

I seldom have so much as a beer during a game session, but indeed Rob and I shared a good deal of Southern Comfort when Ernie and Mark Ratner had their unfortunate encounter with Fraz'urbu, and Erac lost his two Vorpal blades, aylerach the Paladan his two-handed Holy Sword... that sessin was a laugh riot for Rob and me, a sad day for the players

I ask this out of genuine interest in the original GH campaign, not nit-picking: a paladin saw fit to consort with Erac's Cousin? Soul-selling Erac's Cousin? Or was this prior to his change of heart? (Despite the absence of the possessive and "Cousin" in your post, I assume we are talking about the fighter/magic-user of that nameless name.)

And an unrelated question for you: shortly after "Isle of the Ape" appeared (1985?), I clearly remember reading a catalog listing for another upcoming very high level adventure of yours, something to do with the Shadowland and ... a wedding? Am I deluded, or was a project meeting that description in the works at some point? And what became of it?

Col_Pladoh

Monday, 22nd August, 2005, 10:47 PM

Quote:

*Originally Posted by **Anson Caralya***

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I ask this out of genuine interest in the original GH campaign, not nit-picking: a paladin saw fit to consort with Erac's Cousin? Soul-selling Erac's Cousin? Or was this prior to his change of heart? (Despite the absence of the possessive and "Cousin" in your post, I assume we are talking about the fighter/magic-user of that nameless name.)

What caused you to leap to such a conclusion? Ernie had several PCs including Tenser, Serten, and Erac. As I recall, it was Erac that was adventuring with Aylerach in the case in point, not Erac's Cousin, the unnamed and unnamable :lol:

Quote:

And an unrelated question for you: shortly after "Isle of the Ape" appeared (1985?), I clearly remember reading a catalog listing for another upcoming very high level adventure of yours, something to do with the Shadowland and ... a wedding? Am I deluded, or was a project meeting that description in the works at some point? And what became of it?

Shadowland was a module that Skip Williams and I were in process of writing when the trouble came and I left TSR. I suggested thereafter that we complete the work, but Skip demurred. No more need be said...

Cheers,
Gary

the black knight

Monday, 22nd August, 2005, 10:52 PM

Hiya Gary, Have you played much of the Castles and Crusades system? If so, how does it hold up to other systems like OD&D? Do you prefer one over the other? I have been tempted of late to try the C&C system (especially with Castle Zagyg imminent), but I suppose I'm waiting for a definitive statement on the system's worthiness. Any advice or endorsements to share?

Thanks a bunch,

TBK

Col_Pladoh

Monday, 22nd August, 2005, 11:15 PM

Quote:

*Originally Posted by **the black knight***

Hiya Gary, Have you played much of the Castles and Crusades system? If so, how does it hold up to other systems like OD&D? Do you prefer one over the other? I have been tempted of late to try the C&C system (especially with Castle Zagyg imminent), but I suppose I'm waiting for a definitive statement on the system's worthiness. Any advice or endorsements to share?

Thanks a bunch,

TBK

I find the C&C system about as close to OAD&D as is possible under the OGL. Attack and armor are the D20 mechanics, but that's acceptable, even though I am so used to the old ACs and THAC0 that I prefer the latter. I have added some skill bundles in the CZ book, so in all I like the system.

I would slightly prefer OAD&D for the castle, but that can't be. The C&C system is enjoyable...and supported ;)

Of course I prefer the skill-bundle-based, rules light LA game system when I am GMing, and I am using it now for the Yggsburgh adventures my gaming group is engaged in.

Cheerio,
Gary

Anson Caralya

Tuesday, 23rd August, 2005, 01:12 AM

Gary, thanks for the clarifications (and the astonishing response time!).

Quote:

What caused you to leap to such a conclusion? Ernie had several PCs including Tenser, Serten, and Erac. As I recall, it was Erac that was adventuring with Aylerach in the case in point, not Erac's Cousin, the unnamed and unnamable

Hmmm, somehow I never realized that there was a PC "Erac"; I thought "Erac's Cousin" was the only character with that name. My mistake :eek:.

Quote:

Shadowland was a module that Skip Williams and I were in process of writing when the trouble came and I left TSR. I suggested thereafter that we complete the work, but Skip demurred. No more need be said...

Yet another casualty of that time... I'll honor your closing remark and pry no further on that subject. Cheers!

haakon1

Tuesday, 23rd August, 2005, 09:39 AM

Quote:

*Originally Posted by **Nathan P. Mahney***

Hey, I'm the one who specifically asked about it...

Can't we all just geek along . . .

gideon_thorne

Tuesday, 23rd August, 2005, 09:40 AM

Not when one is trying to aspire beyond the common nerd... ;)

Quote:

*Originally Posted by **haakon1***

Can't we all just geek along . . .

Quote:

*Originally Posted by **Anson Caralya***

Gary, thanks for the clarifications (and the astonishing response time!).

Hmmm, somehow I never realized that there was a PC "Erac"; I thought "Erac's Cousin" was the only character with that name. My mistake :eek:.

Erac was a most able PC that had many exploits when adventuring. He met his end alone on a dungeon level of Greyhawk Castle, but his remains were recently recovered and so Erac is Back...if Ernie wver wants to play him again :heh:

Quote:

Yet another casualty of that time... I'll honor your closing remark and pry no further on that subject. Cheers!

Yuppers, ask Skip why Shadowland never went forward alter we collected all manner of notes and created new monsters to inhabit the plane.

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Tuesday, 23rd August, 2005, 03:34 PM

Quote:

*Originally Posted by **gideon_thorne***

Not when one is trying to aspire beyond the common nerd... ;)

I can see his point...

Now I must low,
Gary

Joël of the FoS

Wednesday, 24th August, 2005, 02:16 AM

Quote:

*Originally Posted by **Joël of the FoS***

Great news. I got an email back from Aurélien, he said no problem to bring you a box. So I'll get in touch with him after the 22nd (when back from vacation) and I will bring him ze Québec beer :)

Joël

Good news!

I gave Aurélien the box today ;) So expect some good beer this weekend. Make sure to chill 'em and enjoy!

There are 7 beers in the box - 3 Boréales, 3 St-Ambroise, and another. So I'm now able to say I shared two six packs with Gary Gygax :)

Enjoy! And have a safe trip to Toronto.

Joël

Anson Caralya

Wednesday, 24th August, 2005, 03:27 AM

Quote:

Yuppers, ask Skip why Shadowland never went forward alter we collected all manner of notes and created new monsters to inhabit the plane.

Argh!!! Is my memory correct that it was geared towards very high level, similar to "Isle of the Ape"? Did any of your shadowy thoughts from that project make it into "City of Hawks" ('87)?

jwright

Wednesday, 24th August, 2005, 08:04 AM

A new Wisconsin gamer

Gary,

First of all greetings - I am new to this board (just discovered it) and also to Wisconsin - I moved here last year to teach theatre in Manitowoc. I missed the Lake Geneva con because I heard about it too late and wouldn't have been able to go this year anyway because I'm still finishing a dissertation (aagh) but I will certainly be there next year.

I've been musing through these posts fascinated by the perspectives on the evolution of RPG, which has been such a fun part of my life. More than anything I'd like to express my appreciation for your continual reminder to all that this game really belongs to the individuals at any game table, and that the spirit of gaming isn't in any set of rules but in the imaginations of players and DM's in the worlds they encounter. I think all of us have our own individual tastes and preferences for many different types of campaigns and games and I think it's silly to get caught up in absolutism in arguing one brand of gaming vs. another.

I played AD&D when I was a teenager and because I was young and didn't really understand all the ins & outs of the system what I DM'd then was probably more my own version (with apologies) - more recently I have DM'd campaigns using 3E (yes heretical I know) but likewise I simply simplified and adapted it again to my own game and table (I admit to liking d20 for combat and skills - again, please infer no disrespect - just a personal comfort thing). One thing I have always found is whether the system is rules "heavy" or "light" it really is up to me as DM to make it work - and for four years I was lucky to have a steady, good group of players at Louisiana State U. in several campaigns. Of course, we were all theatre people so the game always skewed towards role playing over stats and crunching. I am a playwright and have always considered putting a campaign together similar to that - it has to be good drama, with a good hook, a good series of rising actions, and a satisfying climax.

That brings me to a couple of questions -

First a setting question - I have always loved Greyhawk and am under the impression that as originally conceived it was somewhat of an alternate Earth, like a reversed European continent attached to an Asian continent. Was this the case or was it meant to be a completely different world from the start? I am just now looking into LA and it seems the world setting here is also Earth-but-different, and I am wondering if the intentions are similar to the original envisionment of the WOG.

Secondly, Since moving here I haven't gamed really because the only gamers I have met are young students at my college, and I can't really interact with them on that casual a level, and even if I could they are pretty much into the straightforward hack-and-slash quick-advance power gaming that is problematic of d20 systems when you don't reel them in. I was wondering if I offered a nice bottle of wine if I might join one of your LA groups sometime - or if you happen to know someone else in the SE Wisconsin area who runs a good game.

Apologies for such a long post - I am both a professor and a writer so I can get long-winded :)

Nathan P. Mahney

Wednesday, 24th August, 2005, 08:59 AM

Hey Gary,

We know about the first ever dungeon (and might I add that I am eagerly awaiting Castle Zagyg), but I was wondering if you could relate to us the tale of the first ever dragon (in D&D terms of course). It's in the name after all! (Don't worry, I won't ask you to regale us of your first ampersand, though feel free if the whimsy takes you.)

Col_Pladoh

Wednesday, 24th August, 2005, 02:43 PM

Quote:

*Originally Posted by **Joël of the FoS***

Good news!

I gave Aurélien the box today :) So expect some good beer this weekend. Make sure to chill 'em and enjoy!

There are 7 beers in the box - 3 Boréales, 3 St-Ambroise, and another. So I'm now able to say I shared two six packs with Gary Gyga :)

Enjoy! And have a safe trip to Toronto.

Joël

Great!

Actually, Aurélien emailed me to say he was bringing goodies from you, Joël :D

Wish you could be there in person to share them with me...If you can make the next Lake Geneva Gaming Convention, June next year, and possibly another in October, let me know, and we'll tip a few of the varieties of New Glarus Brewing ales and beers :cool:

Ciao,
Gary

Col_Pladoh

Wednesday, 24th August, 2005, 02:45 PM

Quote:

*Originally Posted by **Anson Caralya***

Argh!!! Is my memory correct that it was geared towards very high level, similar to "Isle of the Ape"? Did any of your shadowy thoughts from that project make it into "City of Hawks" ('87)?

The module was for high-level PCs, 12th and up IIRC.

As the work was collaborative, I have not used any of it elsewhere.

Cheers,
Gary

Col_Pladoh

Wednesday, 24th August, 2005, 03:08 PM

[QUOTE=jwright]Gary,

First of all greetings - I am new to this board (just discovered it) and also to Wisconsin - I moved here last year to teach theatre in Manitowoc. I missed the Lake Geneva con because I heard about it too late and wouldn't have been able to go this year anyway because I'm still finishing a dissertation (aagh) but I will certainly be there next year.[QUOTE]
Howdy!

My oldest grandchild is a post grad and off at NYU this year on a full scholarship for theater. His brother just entered Wheaton where he plans to get a degree in education.

The next LGGC will be in early June, and I do hope you can make it.

Quote:

...

That brings me to a couple of questions -

First a setting question - I have always loved Greyhawk and am under the impression that as originally conceived it was somewhat of an alternate Earth, like a reversed European continent attached to an Asian continent. Was this the case or was it meant to be a completely different world from the start? I am just now looking into LA and it seems the world setting here is also Earth-but-different, and I am wondering if the intentions are similar to the original envisionment of the WOG.

While I did mix cultures of earth-like sort, I did not plan Oerth as an actual alternate earth as did for the "Aerth" of the Mythus FRPG or Learth of the LA game.

We can likely fit in one more player for the LA and Metamorphosis Alpha game sessions here on Thursday evenings from c. 6:30 until 10. Just email me, and I'll confirm the next game...we miss a few sessions, such as tomorrow when I am off travelling to the Canadian National Gaming Expo in Toronto.

ggygax@genevaonline.com

Cheers,
Gary

Col_Pladoh

Wednesday, 24th August, 2005, 03:28 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

Hey Gary,

We know about the first ever dungeon (and might I add that I am eagerly awaiting Castle Zagyg), but I was wondering if you could relate to us the tale of the first ever dragon (in D&D terms of course). It's in the name after all! (Don't worry, I won't ask you to regale us of your first ampersand, though feel free if the whimsy takes you.)

It was an unnamed red dragon converted from a plastic stegosaur. It appeared on the top of my sand table at 330 Center St. here in the first CHAINMAIL Fantasy Supplement game c. 1970.

Cheers,
Gary

jwright

Wednesday, 24th August, 2005, 04:35 PM

Appreciations but...

Dratz!

I was hoping it might have been a Friday or Sat night thing - sad to say Thursdays are just dead for me - I teach Mass Comm till 6:15 and I start rehearsing "Dracula" soon - but thank you for the invite! Best of luck to your grandson in NY -

I am really interested in both C&C and LA systems and plan on ordering sets of these as soon as my contract starts back (gotta love WI colleges system that pays 9-months lol) - having poked through online material C&C sounds very much like the modified/simplified 3e I ran (I pretty much ignored feats, trimmed skills to an essentials bundle and exchanged the more elaborate combat and spells rules for what I called my "common sense" house rules) and I am really intrigued in the mythic archetypes of LA. So having said that if anyone is on this thread who's anywhere near the Manitowoc-Sheboygan lakeshore area and wants to explore a game here let me know!

My wife and I would still love to meet you sometime so maybe we can still bring a bottle of wine sometime and chat for a few minutes - once I finish my dissertation I am hoping to write some RPG material and maybe you can give a few pointers to a newbie in this area.

I was curious as to how Rob Kuntz's Robilar turned to evil (from what I've read this did happen during the original games - not the Rary Traitor stuff) and if you remembered the game/event it happened in and what your reactions/feelings were?

Cheers,

John "Maddog" Wright

gideon_thorne

Wednesday, 24th August, 2005, 04:43 PM

If you have any questions, comments, ect. on the C&C system at least. Let me or any of the C&C folk that lurk here know. Most of us can provide more information than you might need. :D

The combination of the C&C core and the skill bundles Gary has provided in his Castle Zagyg:Yggsburgh (which came out at GenCon) book might be just what you are looking for.

There will also be nice and shiney new hard back versions of the three core Lejendary hard backs coming out down the road a bit as well, just fyi. :)

Quote:

*Originally Posted by **jwright***

I am really interested in both C&C and LA systems and plan on ordering sets of these as soon as my contract starts back (gotta love WI colleges system that pays 9-months lol) - having poked through online material C&C sounds very much like the modified/simplified 3e I ran (I pretty much ignored feats, trimmed skills to an essentials bundle and exchanged the more elaborate combat and spells rules for what I called my "common sense" house rules) and I am really intrigued in the mythic archetypes of LA.

jwright

Wednesday, 24th August, 2005, 05:00 PM

Thanks!

Peter,

Thanks for the info! :)

Is Erde going to be the primary setting for C&C?

Secondly, does Trollord ever accept submissions for modules/material from outside sources?

Thanks!

J Wright

Col_Pladoh

Wednesday, 24th August, 2005, 05:16 PM

My keybord is furschimmled.

Will respond here after I get back from Toronto next week.

Cheers,
Gary

gideon_thorne

Wednesday, 24th August, 2005, 05:17 PM

Quote:

*Originally Posted by **jwright***

Peter,

Thanks for the info! :)

Is Erde going to be the primary setting for C&C?

Yes. Although you will find it renamed to the Rings of Brass. There is also a companion setting called Inzae due to be retooled for C&C as well.

Quote:

Secondly, does Trollord ever accept submissions for modules/material from outside sources?

And yes. But bear in mind, like most publishers, they do take a bit of time to get back to folks. ;)

You should ask Gary about his Yggsburgh proposal as well. ;)

jwright

Wednesday, 24th August, 2005, 05:28 PM

Thanks both Gary and Peter!

Have fun in Toronto :)

Steverooo

Thursday, 25th August, 2005, 08:13 AM

Quote:

*Originally Posted by **gideon_thorne***

There will also be nice and shiney new hard back versions of the three core Lejendary hard backs coming out down the road a bit as well, just fyi. ;)

And besides incorporating Shamanism, Swashbuckling, and Witchery, have the errata been incorporated? % Ability for Kobold/Wylf
Extraordinary Ability use when lacking the underlying power? Which Abilities cover literacy, swimming, climbing, etc? Fixing of errors (such as the Banderlog King Armbands/Bracers of Titanic Physique power/price discrepancy? Whether INT is divided by 5, or 10? All the mistakes in the Exltems tables? Whether Trollkins have certain Abilities as Restricted, or not?) What's been fixed?

gideon_thorne

Thursday, 25th August, 2005, 09:04 AM

I'll find out from those who handle that department. Just my job to make the books look good and be clean and tidy. ;)

Quote:

*Originally Posted by **Steverooo***

And besides incorporating Shamanism, Swashbuckling, and Witchery, have the errata been incorporated? % Ability for Kobold/Wylf

Extraordinary Ability use when lacking the underlying power? Which Abilities cover literacy, swimming, climbing, etc? Fixing of errors (such as the Banderlog King Armbands/Bracers of Titanic Physique power/price discrepancy? Whether INT is divided by 5, or 10? All the mistakes in the ExItems tables? Whether Trollkins have certain Abilities as Restricted, or not?) What's been fixed?

Frank Mentzer

Thursday, 25th August, 2005, 09:42 PM

Quote:

Originally Posted by **Col_Pladoh**

James M. Ward's spanking new fantasy yarn Midshipwizard Halcyon Blithe... One reviewer likened the story to a cross between C.S. Forrester and J.K. Rowling!

I'll second that. :cool:

Frank Mentzer

Thursday, 25th August, 2005, 09:49 PM

Quote:

Originally Posted by **Anson Caralya**

another upcoming very high level adventure of yours, something to do with the Shadowland and ... a wedding?

Hmm... maybe that refers to the time my good friends Gary Gygax and James M. Ward agreed to be ushers at my wedding... (a legendary event to be sure).

(edit: Yes, I know of the wedding mentioned in the olde Shadowlands promo blurb.)

Zudrak

Monday, 29th August, 2005, 03:54 PM

Quote:

Originally Posted by **jwright**

..I am really interested in both C&C and LA systems...

Careful, jwright. Before long, you'll be in the C&C Society and posting on the Troll Lord forums while also perusing the LA threads on lejendary.com and Dragonsfoot. Like me. ;)

Peter and Gary steered me towards C&C and I really like it. Gary recommended LA to me a few years back and it is a neat system. Too bad my players won't try it. It's not like it's spinach. :eek:

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StupidSmurf

Monday, 29th August, 2005, 04:08 PM

Wow...Gary Gygax AND Frank Mentzer are here? Dang...I'm extremely glad I joined this site!

Pardon me while I slip into Adoring Fanboy Geek Mode (tm)

Gary:

Never had the pleasure of actually meeting you face to face despite the number of GenCons I've been to, but I, too, want to chime in with the hearty "THANKS!" for your contributions to those of us who love to use our imaginations in our spare time! ;) I've been a D&D player since 1978, and show no signs of slowing down. And, of course, all four of my kids play, as does my wife! Again, thanks for providing me with years of fun, enjoyment and imagination exercise!

Frank:

Don't know if you remember me, but we've definitely met before. Not sure if we ever wound up working together much when I did TSR freelancing. But in any event, it's nice to "see" you again! :D

OK, I'll calm down....

Mighty Veil

Monday, 29th August, 2005, 09:06 PM

Question for Gary

(I am surprised no one has created "Gary Gygax Q&A, Part X" yet)

Hey Gary, I doubt you'll read this until you get back from TO. How was Toronto?

I was reading an interview with you from a year ago. What did you mean by saying the following (quote below)?

Gygax: I've looked at them, yes, but I'm not really a fan (talking about 3e). The new D&D is too rule intensive. It's relegated the Dungeon Master to being an entertainer rather than master of the game. It's done away with the archetypes, focused on nothing but combat and character power, lost the group cooperative aspect, bastardized the class-based system, and resembles a comic-book superheroes game more than a fantasy RPG where a player can play any alignment desired, not just lawful good.

I understand and can see your point of view on most of your points. But there was one maybe you could expand on?

"It's relegated the Dungeon Master to being an entertainer rather than master of the game."

BOZ

Monday, 29th August, 2005, 09:25 PM

i have to disagree with that statement as well, especially with the way I and those in my group run the game. :D

gideon_thorne

Monday, 29th August, 2005, 09:31 PM

wry smile Course the statement 'the way I and those in my group run the game.' is indicative.

It depends on the group. Some folks simply have to follow rules, and the more rules put out, the more people tend to follow them to the point of making sure they understand every shade and variant in order to gain some edge or advantage.

Those on the other end of the extreme tend to be able to do without rules entirely, they are the same sort who can tell tales around a camp fire.

A good system can cater to both extremes and every shade in between. It just seems to me, that the more rules a game has, the more it caters to the first group and playing the numbers becomes more important than playing the game.

It seems reasonable that the intent of Gary's statment is to convey the shift in dynamic which results from the 'too many chef's' syndrome. Ie: The more rules, the more rules lawyers that can gang up on the beleagured game master.

Certainly, a strong game master can counter this. But peer pressure is a powerful force as well and how many honestly can say they can stand against it?

Quote:

Originally Posted by **BOZ**

i have to disagree with that statement as well, especially with the way I and those in my group run the game. :D

Joël of the FoS

Monday, 29th August, 2005, 09:45 PM

I also think 3e is run like a video game, especially the "actions" in battles ;)

I liked the casting time of spells and the strategy in planning your moves with this concept. If you were a mage, you were looking for short casting time when in front of an ennemy warrior. Now, a wiz has more power as he can cast nearly any spell in front of a warrior. The opportunity thingy is fun, but still wiz are advantaged.

Joël

Rakin

Tuesday, 30th August, 2005, 05:07 PM

Quote:

*Originally Posted by **Joël of the FoS***

I also think 3e is run like a video game, especially the "actions" in battles ;)

I liked the casting time of spells and the strategy in planning your moves with this concept. If you were a mage, you were looking for short casting time when in front of an ennemy warrior. Now, a wiz has more power as he can cast nearly any spell in front of a warrior. The opportunity thingy is fun, but still wiz are advantaged.

Joël

I agree. I currently run a 3e and have been for some time now. I've played 2e but never GM'd and although I might be willing to learn the older version my group is a tad too lazy for that. (I'm 24 btw and have been playing for 10 years, GMing for about 5) I honestly miss the ole casting system, there tends to be a lot more strategy before and during battle back then. (But hey it's my world, who's to say I can't combine the two. I had this epiphany while I was writing Hmm, I wonder how that would work out?) It seems today it's just too easy to run in battle not thinking, hence the video game like play and still win, even with everyone on the front line. Sometimes it just boils down to who has the better stats versus the more brains. The only thing I can say about my group, when it comes to this, is that I have one player in particular who has a knack for using the world around him to win fights, although it gets rough on me to come up with rules for all the stuff he wants to do, it makes the game 5 times better. It kinda takes away from the hack and slash ideas and makes my players work together to do these crazy stunts.

Orius

Tuesday, 30th August, 2005, 07:59 PM

Didn't we have the edition wars in this thread already?

Rakin

Tuesday, 30th August, 2005, 08:19 PM

Quote:

*Originally Posted by **Orius***

Didn't we have the edition wars in this thread already?

Oops, did we? I apologize if I rekindle any unnecessary flames. Apperntley I stink at foruming. :p

Col_Pladoh

Tuesday, 30th August, 2005, 08:53 PM

Quote:

*Originally Posted by **Steverooo***

*And besides incorporating Shamanism, Swashbuckling, and Witchery, have the errata been incorporated? % Ability for Kobold/Wylf
Extraordinary Ability use when lacking the underlying power? Which Abilities cover literacy, swimming, climbing, etc? Fixing of errors (such as the
Banderlog King Armbands/Bracers of Titanic Physique power/price discrepancy? Whether INT is divided by 5, or 10? All the mistakes in the
ExItems tables? Whether Trollkins have certain Abilities as Restricted, or not?) What's been fixed?*

Shamanism & Witchery will be a whole separate book--large at that.

The balance of your questions can best be answered by the Trolls :D

Cheers,
Gary

Col_Pladoh

Tuesday, 30th August, 2005, 08:58 PM

Quote:

*Originally Posted by **StupidSmurf***

Wow...Gary Gygax AND Frank Mentzer are here? Dang...I'm extremely glad I joined this site!

Pardon me while I slip into Adoring Fanboy Geek Mode (tm)

Gary:

Never had the pleasure of actually meeting you face to face despite the number of GenCons I've been to, but I, too, want to chime in with the hearty "THANKS!" for your contributions to those of us who love to use our imaginations in our spare time! ;) I've been a D&D player since 1978, and show no signs of slowing down. And, of course, all four of my kids play, as does my wife! Again, thanks for providing me with years of fun, enjoyment and imagination exercise!

...

OK, I'll calm down now....

Heh,

Think of me as just another fanboy of RPGs who can't resist writing a lot :heh:

I do appreciate the chance to be around all my fellows :D

Cheers,
Gary

Col_Pladoh

Tuesday, 30th August, 2005, 09:06 PM

Quote:

Originally Posted by **Mighty Veil**

(I am surprised no one has created "Gary Gygax Q&A, Part X" yet)

Hey Gary, I doubt you'll read this until you get back from TO. How was Toronto?

Please see this thread:

<http://www.enworld.org/showthread.ph...84#post2530184>

Quote:

I was reading an interview with you from a year ago. What did you mean by saying the following (quote below)?

Gygax: I've looked at them, yes, but I'm not really a fan (talking about 3e). The new D&D is too rule intensive. It's relegated the Dungeon Master to being an entertainer rather than master of the game. It's done away with the archetypes, focused on nothing but combat and character power, lost the group cooperative aspect, bastardized the class-based system, and resembles a comic-book superheroes game more than a fantasy RPG where a player can play any alignment desired, not just lawful good.

I understand and can see your point of view on most of your points. But there was one maybe you could expand on?

"It's relegated the Dungeon Master to being an entertainer rather than master of the game."

That has to do with how the many rules are written, but it really doesn't belong here ;)

Cheers,
Gary

Col_Pladoh

Tuesday, 30th August, 2005, 09:07 PM

Quote:

Originally Posted by **BOZ**

i have to disagree with that statement as well, especially with the way I and those in my group run the game. :D

To be sure, Boz ;)

Cheers,
Gary

Col_Pladoh

Tuesday, 30th August, 2005, 09:10 PM

Quote:

Originally Posted by **gideon_thorne**

**wry smile* Course the statement 'the way I and those in my group run the game.' is indicative.*

...

Right, Peter. In all this is a topic that is inappropriate here IMO :uhoh: New D&D buffs are fellow gamers, and I signed a lot of their books in Toronto without a qualm, of course :cool:

Cheers,
Gary

Col_Pladoh

Tuesday, 30th August, 2005, 09:16 PM

Quote:

Originally Posted by **Joël of the FoS**

I also think 3e is run like a video game, especially the "actions" in battles ;)

I liked the casting time of spells and the strategy in planning your moves with this concept. If you were a mage, you were looking for short casting time when in front of an ennemy warrior. Now, a wiz has more power as he can cast nearly any spell in front of a warrior. The opportunity thingy is fun, but still wiz are advantaged.

Joël

Hey Joel!

Thanks so very much for the fine sampling of brews from your neck of the woods :D

Aurelien and Philippe of Alchemic Dream delivered them intact, and we enjoyed the Eau Benite with Jamiacan food--I had goat curry, and the beer made it much better. More after I sample the other two :eek:

My regards to your gaming team, and email me personally if you wish:

ggygax@genevaonline.com

Ciao,
Gary

gideon_thorne

Tuesday, 30th August, 2005, 09:16 PM

Wish I could have gone to canada. That sounded like a good time. :)

Quote:

Originally Posted by **Col_Pladoh**

Right, Peter. In all this is a topic that is inappropriate here IMO :uhoh: New D&D buffs are fellow gamers, and I signed a lot of their books in Toronto without a qualm, of course :cool:

*Cheers,
Gary*

Col_Pladoh

Tuesday, 30th August, 2005, 09:18 PM

Quote:

Originally Posted by **Orius**

Didn't we have the edition wars in this thread already?

Don't blame it on me,
I'm not guilty can't you see :lol:

Cheers,
Gary

Col_Pladoh

Tuesday, 30th August, 2005, 09:21 PM

Quote:

Originally Posted by **Mighty Veil**

(I am surprised no one has created "Gary Gygax Q&A, Part X" yet)

Just wanted to stress this comment in case a MODERATOR happened to read the new posts here...

Heh,
Gary

Frank Mentzer

Tuesday, 30th August, 2005, 10:59 PM

wb, dude.

Had to go thru Chi on the return, eh? But doubtless too fatigued to revisit the olde haunts...

I like Toronto a lot. In winter you can go all thru downtown without going outside, hotel to mall to restaurant and back.

Take care of the leg and rest up.

F

Quote:

*Originally Posted by **Frank Mentzer***

wb, dude.

Had to go thru Chi on the return, eh? But doubtless too fatigued to revisit the olde haunts...

I like Toronto a lot. In winter you can go all thru downtown without going outside, hotel to mall to restaurant and back.

Take care of the leg and rest up.

F

Hi Frank!

The ferry was booked until the late night crossing, so we swung around the lake...actually faster than the water crossing.

My leg was indeed most painful from the walking I had to do, but the con was worth it.

Cheers,
Gary

Rakin

Wednesday, 31st August, 2005, 12:46 AM

I have to admit that I've never been to a gaming convention and would sorely like to try one out. I tried a little searching on my own but came up empty handed or not sure about the ones I was looking at. Can someone point me in the right direction for a great one around the Hampton Roads VA area or at least let me know the best way to find one. Thanks.

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ColonelHardisson

Wednesday, 31st August, 2005, 01:16 AM

Gary, I just want to say that the more I read Hall of Many Panes, the more I like it. It really harkens back to your earlier work for AD&D. I'm specifically thinking of the EX "Dungeonland" modules, and the various planar gates found in the Demonweb Pits.

By the way, you mentioned a "cheat sheet" for HoMP; how might one go about getting that item?

Also, I'm looking forward to Yggsburg very, very much.

BOZ

Wednesday, 31st August, 2005, 06:35 AM

Quote:

*Originally Posted by **Rakin***

I have to admit that I've never been to a gaming convention and would sorely like to try one out. I tried a little searching on my own but came up empty handed or not sure about the ones I was looking at. Can someone point me in the right direction for a great one around the Hampton Roads VA area or at least let me know the best way to find one. Thanks.

if you get a chance, try GenCon next year. :) a lot of us folks from ENWorld have been fostering a nice little "real life community" there based on those we already know from the forums. :) it's a great experience, and it has been getting bigger and more organized every year!

haakon1

Wednesday, 31st August, 2005, 08:09 AM

Quote:

*Originally Posted by **BOZ***

try GenCon next year

Gary, will you go to Gen Con again, or is the Lake Geneva thingy in the summers the place to meet you?

Rakin

Wednesday, 31st August, 2005, 01:33 PM

Quote:

*Originally Posted by **BOZ***

if you get a chance, try GenCon next year. :) a lot of us folks from ENWorld have been fostering a nice little "real life community" there based on those we already know from the forums. :) it's a great experience, and it has been getting bigger and more organized every year!

Thanks for the tip, I'll look into it. :D

Anson Caralya

Wednesday, 31st August, 2005, 02:05 PM

Gary,

You've been so gracious about answering my many questions regarding events and products of 20 - 30 years ago that I can't help asking another. I read S4/Tsojcanth yesterday cover-to-cover for old time's sake and was amazed at the high quality throughout. I DM'ed it twice in my youth, but I know I didn't do it justice back then. There are many places that invite expansion -- the underwater cavern level, the Craggy Dells, the tunnels of the pech and umber hulk, the worlds of the canyon of centaurs and hall of pentacles -- and some of the monsters included in booklet 2 would seem appropriate for these expansions (e.g. scrag and crystal ooze for the underwater level, derro in a cavern complex). The demon lords and demi-lich, however, seem out-of-proportion with the difficulty level of the overall adventure. I had thought them included simply for background, but yesterday I noticed this passage in the introduction to the New Monsters section: "Some of them are so powerful that the module would be unbalanced if they were used against a normal party." Is that meant to imply that an expert party should be able to handle them? I know the adventure was originally for tournament play ("Tsojconth") and wondered if any of these "big guns" were included there. I can imagine limited interaction, similar to that described for Fraz-Urb-luu in Greyhawk Castle (the southern comfort encounter you described a few pages back on this thread), where the party, if not careful, can release these beings and meet a swift end, but with caution can survive or maybe even benefit from the encounter. I don't see them as reasonable opponents if unfettered, so assumed their inclusion would hinge on... fettering? If so, can you share any details?

Thanks again!

Col_Pladoh

Wednesday, 31st August, 2005, 03:45 PM

Quote:

Originally Posted by **ColonelHardisson**

Gary, I just want to say that the more I read Hall of Many Panes, the more I like it. It really harkens back to your earlier work for AD&D. I'm specifically thinking of the EX "Dungeonland" modules, and the various planar gates found in the Demonweb Pits.

By the way, you mentioned a "cheat sheet" for HoMP; how might one go about getting that item?

Also, I'm looking forward to Yggsburg very, very much.

Thanks Colonel :)

Glad you are enjoying the HoMP. The Trolls were going to put up the "Cheat Sheet" as a free download on their website until a reprint of the module was done with the material in the box. they seem to have forgotten, so email me, and I'll send you my file on same.

ggygax@genevaonline.com

Cheers,
Gary

Col_Pladoh

Wednesday, 31st August, 2005, 03:50 PM

Quote:

Originally Posted by **haakon1**

Gary, will you go to Gen Con again, or is the Lake Geneva thingy in the summers the place to meet you?

Howdy!

There is only a slight chance I'll make GenCon 2006.

It is a sure thing that I'll be at (both of) the Lake Geneva Gaming Convention(s) next year. If you come, make it on Thursday and drop by the pre-con porch party at my place :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 31st August, 2005, 03:59 PM

Quote:

Originally Posted by **Anson Caralya**

Gary,

...The demon lords and demi-lich, however, seem out-of-proportion with the difficulty level of the overall adventure. ...
Thanks again!

Hi Anson!

When at the Expo in Toronto I signed several 'Tsojcanth modules even as their owners told me how much they enjoyed that adventure. It was indeed designed to facilitate expansion by the DM so desiring--as was D3, Vault of the Drow ;)

The high-level monsters were included in case similarly tough PCs were allowed to explore the place. the DM was given free rein as to how to present such adversaries, for I could not know just how strong the PC party would be.

We never did have any characters above c. 12th level adventure in the caverns, so they met no demon lords.

If that doesn't cover it, fire back :D

Cheers,
Gary

Anson Caralya

Wednesday, 31st August, 2005, 05:19 PM

Quote:

If that doesn't cover it, fire back

Thanks Gary, that does cover it quite well! I'm thinking of taking a stroll through WG4/Forgotten Temple next, as S4 was such a rewarding read. IIRC, my players never entered the lower temple or dungeons, instead returning to the Caverns.

If we ever meet, I'll be sure to have my well-used copy of S4 and a pen! And here's to a speedy recovery from your leg troubles!

Col_Pladoh

Wednesday, 31st August, 2005, 05:26 PM

Quote:

Originally Posted by **Anson Caralya**

Thanks Gary, that does cover it quite well! I'm thinking of taking a stroll through WG4/Forgotten Temple next, as S4 was such a rewarding read. IIRC, my players never entered the lower temple or dungeons, instead returning to the Caverns.

If we ever meet, I'll be sure to have my well-used copy of S4 and a pen! And here's to a speedy recovery from your leg troubles!

Hi Anson,

The *Forgotten Temple of Tharizdun* was done with as much melodrama and pathos as I could muster for a rotter such as I envisaged that oneto be. A few DMs really appreciate the mood of the module, its underlying implications. I specifically selected the unusual art to enhance the "different" aspect of the work. I say all that for your benefit when perusing the material.

Cheerio,
Gary

jokamachi

Wednesday, 31st August, 2005, 05:31 PM

Hiya, Gary,

Hope you're doing well. Forgive me if this is the umpteenth time it has been asked (I looked over some of the other questiions but had not found it), but I'm curious to know how the work on Zagyg is coming along. Last I heard, both you and Rob had finished parts one and two, but it's a long road and I imagine there's still a ways to go. Have you hit the halfway mark or is it already behind you?

My real interest lies with the inner castle and how much of it is tied to Yggsburgh. Did you incorporate elements of the city into the module, or have you tried to keep the castle independent (some might say 'pure') of the city setting? As an old-timer with great interest in the mother of all supermodules, I'm eager to see it in all its original splendor, but I wonder if it is a harder task than it sounds.

As for the rules themselves, I am one one paycheck (or Christmas) away from picking up the collector's box for C&C and seriously thinking about running Zagyg in its 'original hybrid' form. I have heard that you thought to include additional rules for the C&C system in the back of the Yssbvrgh release, so that has me thinking as well. Let me ask: does reinventing a rules lite system based on OD&D take you back to those days when you were creating the first supplements for the white box? What have you learned about game design since then that has made your task easier (or harder)? I read the alternate rules for armor damage and I thought they were awesome, but I wonder if creating a rules lite system is too much of a temptation for creative minds to 'add infinitum.'

Anyway, good luck with the remainder of Zagyg. I know it must be exciting to finally be putting it out after all these years, not to mention nostalgic for you to revisit the scene of so much good fun. Anyway, here's hoping the home stretch is enjoyable and speedbump free.

Best wishes,

jokamachi

Rakin

Wednesday, 31st August, 2005, 06:01 PM

Hey Gary,

I was wondering do you have a favorite "adventure catalyst", you know something to get the adventure started? I'm not necessarily looking for ideas so don't give me you best, just your favorite if you have one? And I apologize if you get this asked of you a billion times a year ahead of time. :p

Col_Pladoh

Wednesday, 31st August, 2005, 06:22 PM

Quote:

Originally Posted by **jokamachi**

Hiya, Gary,

Hope you're doing well. Forgive me if this is the umpteenth time it has been asked (I looked over some of the other questiions but had not found it), but I'm curious to know how the work on Zagyg is coming along. Last I heard, both you and Rob had finished parts one and two, but it's a long road and I imagine there's still a ways to go. Have you hit the halfway mark or is it already behind you?

Howdy!

I long ago finished the Yggsburgh setting, spent a good deal of time polishing the town map and adding some details this summer, and Rob has completed his adventure module *The Dark Chateau* that fits in on the campaign base map. that said, nothing has been done in regards the castle and dungeons. My health is not up to long-hour work days of continuous sort, such being necessary for me to create the material in question. Meanwhile rob has been busy, was married, and has yet to supply me with his amusing D&D game tales so as to flesh out the ones I have done for *Dragon* magazine and make the lot into a book.

To the point, I am hoping to regain energy and be able to begin the creative work of capturing the best parts of our old dungeon levels in a new and usable-by-other-GMs format by late autumn. If I am still not up to working long hours, I plan to turn the whole over to Rob, with my further input as to what goes where on the levels, and what sort of "ecology" there should be, then do developmental editing of his material. That I can do with less immersion, so as to be able to work for shorter periods of time, not the usual 10 to 12 hour stints, seven days per week I need when writing an adventure from scratch, so to speak.

Quote:

My real interest lies with the inner castle and how much of it is tied to Yggsburgh. Did you incorporate elements of the city into the module, or have you tried to keep the castle independent (some might say 'pure') of the city setting? As an old-timer with great interest in the mother of all

supermodules, I'm eager to see it in all its original splendor, but I wonder if it is a harder task than it sounds.

The town of Yggsburgh is a setting unto itself, even as it is also an integral part of the surrounding march. The same is basically true of all the other locales in the area of the campaign, and such additions as each GM might choose to create for his campaign. Thus the castle and dungeons are separate and "pure", will not be missed when using the campaign setting or require the campaign setting to be used, all the while forming a natural part of the entire *Castle Zagyg* work.

It is, as you suppose, a very major undertaking, the restatement of some 50 or so upper castle and dungeon levels into a module usable by other GMs, with clear and easily read links between levels, fully detailed encounters, instructions as to how some of the "mysteries" of the material can be managed according to the desires of the individual GM. rob and I both DMed on the fly, made only short and often cryptic notes, and thought very much alike, so handing the "castle" back and forth as co-DMs was never a problem. The old material would be basically unusable by most others, of course, encounter notes consisting of only one line from which we created reams of information out of whole cloth on the spot; so we need to do a lot of re-working and explanatory material even as we reduce the sprawling levels into a more manageable and publishable form. As we do that we will most assuredly retrain all of the best material--map ideas, encounters, oddities, and so forth within the revised level plans.

I have outlined the whole of the castle and dungeon levels, and the total is still most substantial, as the Trolls have noted in their descriptions of the coming additional parts for the work.

Quote:

As for the rules themselves, I am one one paycheck (or Christmas) away from picking up the collector's box for C&C and seriously thinking about running Zagyg in its 'original hybrid' form. I have heard that you thought to include additional rules for the C&C system in the back of the Yssbvurgh release, so that has me thinking as well. Let me ask: does reinventing a rules lite system based on OD&D take you back to those days when you were creating the first supplements for the white box? What have you learned about game design since then that has made your task easier (or harder)? I read the alternate rules for armor damage and I thought they were awesome, but I wonder if creating a rules lite system is too much of a temptation for creative minds to 'add infinitum.'

My current preference in rules is best expressed by pointing to the *Legendary Adventure* game system. That said, the LA game, being skill-bundle based and without classes and levels, does not suit a dungeon setting with progressively more difficult and dangerous levels as one explores deeper into the complex. So I added some skill-bundles to the C&C system to make the classes available less stereotypical, add depth to PCs and NPCs alike, and likewise brought in a few of the LA game concepts I enjoy to liven up the whole.

What is difficult for me to to be somewhat confiend by the class-based system in regards to creating all manner of things that I am now used to doing with relative freedom and ease through the rules-light LA system, so I hybridized C&C for the setting and eventual castle-dungeon development :lol:

Quote:

Anyway, good luck with the remainder of Zagyg. I know it must be exciting to finally be putting it out after all these years, not to mention nostalgic for you to revisit the scene of so much good fun. Anyway, here's hoping the home stretch is enjoyable and speedbump free.

Best wishes,

jokamachi

Thanks!

Actually, I have been using the old dungeon levels in both OD&D and OAD&D p-lay at many conventions over the past years--even ran my group through several of the oldest upper levels just this spring. thus I am well in tough with the material and the "feel" needed to re-do the whole in depth. The only problem is my lack of energy for extended creative effort as mentioned above.

It does concern me considerably, certainly, as I know so many of my fellows are eagerly awaiting the dungeon levels. The Good Lord willing and the creek don't rise, the lot will be done as soon as possible.

Cheerio,
Gary

Col_Pladoh

Wednesday, 31st August, 2005, 06:37 PM

Quote:

*Originally Posted by **Rakin***

Hey Gary,

I was wondering do you have a favorite "adventure catalyst", you know something to get the adventure started? I'm not necessarily looking for ideas so don't give me you best, just your favorite if you have one? And I apologize if you get this asked of you a billion times a year ahead of time. :p

Hi Rakin,

Actually, I have no standard ones that aren't the usual stock in trade of GMs everywhere. Typically, I inform the team that their renown has reached the ear of so-and-so, thus cuasing that one to want then to do X for him or her. Otherwise, they are assembled because Y threatens them, or they have heard of the fabulous Z and wish to acquire/destroy it. Sometimes, I suggest the adventure is being undertaken because they are bored with the humdrum affairs of the ordinary and seek adventure. Of course, having some friend or relative kidnapped is always a good adventure hook too ;)

Whatever suits the campaign, the players, and the GM's fancy serves as a lead in to the adventure. When I create a module I always try to have the hook included as general as possible so as to be mutable to meet the above.

Cheers,

Rakin

Wednesday, 31st August, 2005, 07:33 PM

Quote:

*Originally Posted by **Col_Pladoh****Hi Rakin,**Actually, I have no standard ones that aren't the usual stock in trade of GMs everywhere. Typically, I inform the team that their renown has reached the ear of so-and-so, thus causing that one to want then to do X for him or her. Otherwise, they are assembled because Y threatens them, or they have heard of the fabulous Z and wish to acquire/destroy it. Sometimes, I suggest the adventure is being undertaken because they are bored with the humdrum affairs of the ordinary and seek adventure. Of course, having some friend or relative kidnapped is always a good adventure hook too ;)**Whatever suits the campaign, the players, and the GM's fancy serves as a lead in to the adventure. When I create a module I always try to have the hook included as general as possible so as to be mutable to meet the above.**Cheers,
Gary*

Cool thanks for the reply. One of my favorite, although it's kinda far fetched, is the ole every player unknown to each other (I guess this could only work for a first adventure for a campaign) have the same wierdo cryptic dream and all wake up together on a forrest floor or some such setting. This leaves a good hole in the plot to try and find out what they all have in common or what's so special about them that they're the ones that we're "magically" transported to this wierd location. You can also use this to drop hints thought the campaign on why they are linked and fianlly one day when you're feeling chipper they'll find out. Pretty lame huh? :p :lol:

Col_Pladoh

Wednesday, 31st August, 2005, 07:59 PM

Quote:

*Originally Posted by **Rakin****Cool thanks for the reply. One of my favorite, although it's kinda far fetched, is the ole every player unknown to each other (I guess this could only work for a first adventure for a campaign) have the same wierdo cryptic dream and all wake up together on a forrest floor or some such setting. This leaves a good hole in the plot to try and find out what they all have in common or what's so special about them that they're the ones that we're "magically" transported to this wierd location. You can also use this to drop hints thought the campaign on why they are linked and fianlly one day when you're feeling chipper they'll find out. Pretty lame huh? :p :lol:*

Actually...

That intro is quite appropriate in a magic-active, deity-involved milieu :eek:

Cheers,
Gary

Rakin

Wednesday, 31st August, 2005, 08:02 PM

Quote:

*Originally Posted by **Col_Pladoh****Actually...**That intro is quite appropriate in a magic-active, deity-involved milieu :eek:**Cheers,
Gary*

Thanks Gary and it was ;)

Troll Lord

Wednesday, 31st August, 2005, 10:49 PM

From the Trolls

Hello All,

A few comments here to let you all in on a little bit of what is in the offing from TLG. We are still in a bit of disarray, what with HOMP, C&C, LA and CZI all coming out in the past few months and con season wrapping up, so some of the info may change a bit from here to there.

HOMP: The cheat sheet should go up tonight or tomorrow.

LA: We are planning a least four hardback Lejendary Adventure books in the next 12 months (give or take). We have Peter Bradley designing the covers and working on some preliminary ideas for layout. These are (not necessarily in order of appearance: Lejendary Pantheons, Lejendary Rules for All Players, Beast of Lejend and Lejend Masters Lore.

Castle Zagyg I: Obviously we are committed to bringing this material out as quickly as Gary turns it over to us and we can get it put together. Darlene is also committed to sticking with us and Gary - which is truely wonderful news! With this in mind, Dark Chateau goes to press tomorrow afternoon.

Regards,
Steve

MerricB

Wednesday, 31st August, 2005, 11:01 PM

Quote:

Originally Posted by **Col_Pladoh**

Hi Anson,

The Forgotten Temple of Tharizdun was done with as much melodrama and pathos as I could muster for a rotter such as I envisaged that oneto be. A few DMs really appreciate the mood of the module, its underlying implications. I specifically selected the unusual art to enhance the "different" aspect of the work. I say all that for your benefit when perusing the material.

It worked. :) What first appears to be one adventure turns out to be quite another.

I must work it into my game somehow.

Cheers!

Angel of Adventure

Wednesday, 31st August, 2005, 11:11 PM

Please defend the Tomb of Horrors!

Hey Col,

There is a thread under the General RPG Discussion forum that rates your S1 mod. There seem to be a few naysayers there that believe it can only be won by cheating or extreme (perhaps Lotto winning) luck. :mad:

Please smite them with a story of how some non-metagaming players took down Acererak and his crypt by virtue of their skill. Thanks for writing this one, too. No one has surpassed this one in terms of originality or terror. (As I mentioned in that thread, the mod also improves the gaming skills of those that survive.)

Thanks,

AoA

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Col_Pladoh

Wednesday, 31st August, 2005, 11:29 PM

Quote:

*Originally Posted by **Angel of Adventure****Hey Col,**There is a thread under the General RPG Discussion forum that rates your S1 mod. There seem to be a few naysayers there that believe it can only be won by cheating or extreme (perhaps Lotto winning) luck. :mad:**Please smite them with a story of how some non-metagaming players took down Acererak and his crypt by virtue of their skill. Thanks for writing this one, too. No one has surpassed this one in terms of originality or terror. (As I mentioned in that thread, the mod also improves the gaming skills of those that survive.)**Thanks,**AoA*

Well Amigo...

What I say about nay-sayers is, pluck 'em! They can express their opinion, and so what? I don't need to defend anything. Some hundreds of thousands of PCs have adventured in the ToH, and not many have made it successfully, so it is most demanding of real skill.

You can quote me from this post, if you like, for we ran the module as a tournament at a Spring or Autumn Revel, or a Winter Fantasy con here back in the day. There were, IIRR, eight teams, and one of them absolutely obliterated the demi-lich by using the crown, putting it on his head, and touching the "wrong end" of the scepter to it. Russ Stambaugh was the DM for that team, and he asked me if that would work. I was astounded at how clever the players had been, said so, and gave them the top spot for their innovation. Again, as I recall, several of the other eight teams made the cut, destroyed Acecerak. those were veteran dungeoneers, of curse.

Ernie playing Tenser didn't go for the situation and cleared out. Rob playing Robilar made it to the end, grabbed all the loot, and didn't bother fighting the demi-lich--not much profit in that by his estimation, not with all the treasure in his bag of holding. I have run a party of local gamers through the ToH, and they made it with the loss of a couple of the PCs. It was many years ago, so I do not recall player names and details--way too many gaming sessions under my belt in the 33 years I have been a GM for such recollections...

Cheers,
Gary

Angel of Adventure

Thursday, 1st September, 2005, 12:17 AM

Dude, thanks!

Seriously, for that speedy reply! I hate to hear that something as challenging, thoughtful, and fun as S1 would be discounted as a mere lottery's chance of survival. Thanks for this mod and all your contributions to gaming. While S1 isn't your only great one, it will always stand out in my mind as being my favorite.

Thanks again,

AoA

Col_Pladoh

Thursday, 1st September, 2005, 12:31 AM

Quote:

*Originally Posted by **Angel of Adventure****Seriously, for that speedy reply! I hate to hear that something as challenging, thoughtful, and fun as S1 would be discounted as a mere lottery's chance of survival. Thanks for this mod and all your contributions to gaming. While S1 isn't your only great one, it will always stand out in my mind as being my favorite.**Thanks again,**AoA*

Welcome, Amigo:)

As a matter of fact there are always whiners...and sometimes I do that too...so it's nothing over which to get one's undies in a bunch :lol:

When the complaints come from really able authors and/or players I pay attention. Otherwise, such railings can be discounted as personal preferences...or simply sour grapes :p

Cheers,
Gary

Frank Mentzer

Thursday, 1st September, 2005, 03:34 AM

Sour grapes. We made it all the way thru with no PC deaths (tho I won't say the same about NPCs, hirelings, henchmen, conjured critters, et al.), but at the finale couldn't add it up correctly. As lead mage I put up an anti-magic shell and we called it a draw. ::sigh::

I must note that we olde fartes were grounded in wargamer strategies and tactical analyses, much of which provided the mental orientation needed to survive old-school adventures. By contrast, those who prefer roleplaying in taproom settings over dungeoneering, and who expect critters to simply engage and fight to the death, may not have the training or experience to deal with real challenges.

StupidSmurf

Thursday, 1st September, 2005, 02:04 PM

Quote:

*Originally Posted by **Frank Mentzer***

Sour grapes. We made it all the way thru with no PC deaths (tho I won't say the same about NPCs, hirelings, henchmen, conjured critters, et al.), but at the finale couldn't add it up correctly. As lead mage I put up an anti-magic shell and we called it a draw. ::sigh::

I must note that we olde fartes were grounded in wargamer strategies and tactical analyses, much of which provided the mental orientation needed to survive old-school adventures. By contrast, those who prefer roleplaying in taproom settings over dungeoneering, and who expect critters to simply engage and fight to the death, may not have the training or experience to deal with real challenges.

Hmmm...wow...I never thought of it that way, Frank. Personally, I got my start in the world of gaming by being turned on to Avalon Hill wargames (my first two were Midway and Luftwaffe). In thinking back on how I run encounters that feature monsters with weapons and the ability to use tactics (orcs and goblins leap immediately to mind), I DO end up using a lot of tactics reminiscent of my Squad Leader playing days....and more often than not, it seems to flummox the players. As great a set of role-players and problem-solvers I have, they seem incapable of recognizing the value of an orderly retreat in the face of overwhelming forces.

Anson Caralya

Thursday, 1st September, 2005, 02:54 PM

Quote:

The Forgotten Temple of Tharizdun was done with as much melodrama and pathos as I could muster for a rotter such as I envisaged that oneto be. A few DMs really appreciate the mood of the module, its underlying implications. I specifically selected the unusual art to enhance the "different" aspect of the work. I say all that for your benefit when perusing the material.

Purple worms, writhing violet, veins of mauve, curses against the light, double inverted pyramids... purple robes, unrusted iron, a horn, flame with no heat... cold, urge to understand, bitter cold, purple and black, barely perceptible movement... needle-rock... a black, many-rayed sun...

Yes, that is creepy stuff indeed. "I thought we were here to fight norkers...?"

As for the "underlying implications," I'm tempted to turn that around for "implications of the underlying," meaning hints to prod the players to search for the Undertemple. The statue in the shrine could be interpreted as indicating that the treasure in the place is at Tharizdun's feet, in some spherical form, and that the party is currently only at chest-level, where the held bowl contains mineral deposits (representing the nearby cavern). There are a few other references to going deeper as well.

Other "underlying implications"... The barely perceptible movement might indicate that Tharizdun is yet alive, as do the references to slumber and binding rather than destruction. (All made very clear in the Gord books later.) Violet is the last visible color in the spectrum, purple is the color of kings... The black sun and dimming of light indicate eclipses... Cold also relates to the absence of the sun... One thought is that T's binding will last for 333 eclipses (the number of bronze rungs of the shaft to the Undertemple; each one must be eclipsed to gain the 'temple)... A more sinister thought is that T will extinguish the sun when he is loosed, and only those who venerate him will be able to see/survive afterwards. Or maybe his release would trigger an ice age...

Just my thoughts. Any of them anything close to what you had in mind? Not that I want to ask someone to explain a joke. (Speaking of which: "Teldroll Storis"??? Shouldn't he have been a bard?)

Something that always bothered me a bit about this one was that PC's needed to take the role of T's priests and act out his rites to gain the treasure. I suppose this is a simple enough question -- the treasure is there, what are you willing to do to get it? But I didn't see the potential for characters to be clever, yet true to their own allegiances, and win the big prize. It seems to rule out success by groups containing paladins, good clerics, etc. I'd be curious to hear your thoughts on that point as well.

Thanks for producing such a thought-provoking work!

Flexor the Mighty!

Thursday, 1st September, 2005, 03:27 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well Amigo...

What I say about nay-sayers is, pluck 'em! They can express their opinion, and so what? I don't need to defend anything. Some hundreds of thousands of PCs have adventured in the ToH, and not many have made it successfully, so it is most demanding of real skill.

I love this reply. It really says all that needs to be said.

NojBad

Thursday, 1st September, 2005, 03:48 PM

Quote:

*Originally Posted by **Col_Pladoh***

Welcome, Amigo:)

As a matter of fact there are always whiners...and sometimes I do that too...so it's nothing over which to get one's undies in a bunch :lol:

All whiners and wieners should be dispatched to the Hall of Many Panes there to learn the error of their ways!! :p

Jon

StupidSmurf

Thursday, 1st September, 2005, 04:03 PM

Quote:

*Originally Posted by **NojBad***

All whiners and wieners should be dispatched to the Hall of Many Panes there to learn the error of their ways!! :p

Jon

"Whiners and Wieners"??? Brilliant!!!

::runs off to file copyright paperwork on a hot new RPG:: :cool:

Patryn of Elvenshae

Thursday, 1st September, 2005, 04:06 PM

Quote:

*Originally Posted by **Frank Mentzer***

We made it all the way thru with no PC deaths (tho I won't say the same about NPCs, hirelings, henchmen, conjured critters, et al.),

I t f i d h a t's the difference.

You made it through with no PC deaths, sure, but it still looks like you had something like an 80% casualty rate.

I've never played in a game in which the number of NPC tagalongs ever approached those numbers. In fact, it's usually just the PCs. Thus, an 80% casualty rate doesn't mean "The redshirt steps through the door and dies, yet again." It means, "Bob, Jim, Betty, and Paul, start rolling new characters."

Col_Pladoh

Thursday, 1st September, 2005, 04:19 PM

Quote:

*Originally Posted by **Anson Caralya***

[!],,,

Yes, that is creepy stuff indeed. "I thought we were here to fight norkers..."

That is the effect I was aiming for, yes...

Quote:

...

Just my thoughts. Any of them anything close to what you had in mind? Not that I want to ask someone to explain a joke. (Speaking of which: "Teldroll Storis"??? Shouldn't he have been a bard?)

Yes, your observations are not unlike what i was aiming to engender.

Sorry for the terrible pun, but I can not resist including them, slipping one into even in the most serious of works :lol:

Quote:

Something that always bothered me a bit about this one was that PC's needed to take the role of T's priests and act out his rites to gain the treasure. I suppose this is a simple enough question -- the treasure is there, what are you willing to do to get it? But I didn't see the potential for characters to be clever, yet true to their own allegiances, and win the big prize. It seems to rule out success by groups containing paladins, good clerics, etc. I'd be curious to hear your thoughts on that point as well.

Thanks for producing such a thought-provoking work!

The vile evil of Tharizdun is such that the adventurers must be compromised to some extent in order to gain any real material reward from his temple. the truly benign party that refuses to yield thus to gain riches should be rewarded by special XPs. Likely i should have stated that, but when I wrote the module I was still making assumptions regarding the perspicacity of the vast majority of DMs that would use the adventure material...as if they could read my mind :)

Cheers,
Gary

Col_Pladoh

Thursday, 1st September, 2005, 04:21 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

I love this reply. It really says all that needs to be said.

Well, nobody said I was particularly tactful, but at least there's no doubt about how i stand on most matters :mad:

Heh,
Gary

Col_Pladoh

Thursday, 1st September, 2005, 04:24 PM

Quote:

*Originally Posted by **NojBad***

All whiners and wieners should be dispatched to the Hall of Many Panes there to learn the error of their ways!! :p

Jon

:lol:

Howdy Amigo!

Did you see the thread regarding the HoMP? There were some very odd comments therein, including one that asserted that PCs should be making decisions, not players...

Who says gamers can't lose touch with reality? (Aside from me who used to say that :uhoh:)

Cheerio,
Gary

Col_Pladoh

Thursday, 1st September, 2005, 04:29 PM

Quote:

*Originally Posted by **StupidSmurf***

"Whiners and Wieners"??? Brilliant!!!

::runs off to file copyright paperwork on a hot new RPG:: :cool:

Can't copyright that, but perhaps registering it as a trade mark will serve...

:lol:
Gary

Col_Pladoh

Thursday, 1st September, 2005, 04:34 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

*I **think** that's the difference.*

You made it through with no PC deaths, sure, but it still looks like you had something like an 80% casualty rate.

I've never played in a game in which the number of NPC tagalongs ever approached those numbers. In fact, it's usually just the PCs. Thus, an 80% casualty rate doesn't mean "The redshirt steps through the door and dies, yet again." It means, "Bob, Jim, Betty, and Paul, start rolling new characters."

Perhaps Bob, Jim, Betty, and Paul should learn to be more thoughtful and cautious in the play of their PCs if they value them, eh?

As I stated above, when the ToH was used as a tournament, several groups won through to the end, and at least one of them did so without a PC loss.

The module is for higher-level PCs played with skill. As for PC losses, that's what clerics and wish spells are for, restoring such game personas

to life. As a matter of fact, my very best PCs have had to have such ministrations done on their behalf to remain viable :eek:

Cheers,
Gary

Patryn of Elvenshae

Thursday, 1st September, 2005, 04:36 PM

Quote:

*Originally Posted by **Col_Pladoh***

Perhaps Bob, Jim, Betty, and Paul should learn to be more thoughtful and cautious in the play of their PCs if they value them, eh?

As I stated above, when the ToH was used as a tournament, several groups won through to the end, and at least one of them did so without a PC loss.

But did they also have the 20+ retainers which, I'm led to believe, was fairly standard "back in the day"?

If so, how many of them made it through?

Anson Caralya

Thursday, 1st September, 2005, 04:52 PM

Quote:

The vile evil of Tharizdun is such that the adventurers must be compromised to some extent in order to gain any real material reward from his temple. the truly benign party that refuses to yield thus to gain riches should be rewarded by special XPs. Likely i should have stated that, but when I wrote the module I was still making assumptions regarding the perspicacity of the vast majority of DMs that would use the adventure material...as if they could read my mind

Gary, thanks as always for a thorough and quick reply. As mentioned previously, I wasn't confronted by this obstacle when I ran the adventure back in the day, which is fortunate, as I considered the word of a published module to be sacrosanct back then (I was young). Were I to run it now, I would build in some type of mechanism for the PC's to further seal/obscure the temple (and reward them for this) or maybe somehow allow the possibility to blow the treasure out of the cyst without bowing to T. Characters who choose to eat from his tree, of course, get what they deserve.

Thanks again!

Flexor the Mighty!

Thursday, 1st September, 2005, 05:01 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

But did they also have the 20+ retainers which, I'm led to believe, was fairly standard "back in the day"?

If so, how many of them made it through?

Is that important? It's like asking how many security officers died on an original Star Trek away mission. That's what they are there for! ;)

gideon_thorne

Thursday, 1st September, 2005, 05:04 PM

Just make sure that the ones you want to keep alive aren't wearing red. :)

Quote:

*Originally Posted by **Flexor the Mighty!***

Is that important? It's like asking how many security officers died on an original Star Trek away mission. That's what they are there for! ;)

Flexor the Mighty!

Thursday, 1st September, 2005, 05:18 PM

Quote:

*Originally Posted by **gideon_thorne***

Just make sure that the ones you want to keep alive aren't wearing red. :)

No doubt. I'm surprised Scotty made it through the series myself. If I was joining Star Fleet I would have chosen area of emphasis based on shirt color.

Anson Caralya

Thursday, 1st September, 2005, 05:20 PM

Hmmm, maybe this should be moved to a "Retainer's rights" thread...? "Although I receive a fee, I will not be tasked with jumping into the fiend's maw to check his tonsils"?

(To go hopelessly off-topic, I love the way "Lost" knowingly brought back the red shirt concept.)

Patryn of Elvenshae

Thursday, 1st September, 2005, 05:21 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Is that important?

Well, yeah!

One of the main reasons for which people are claiming to dislike ToH is that it is an unabashed meat-grinder of a PC-killer.

Gary - and Frank - have said that this is pretty much bollocks, because anyone who's playing intelligently and well can make it through without any PC deaths at all! In fact, they've offered several instances of anecdotal proof that it can be done.

What I'm trying to determine is if they're being a little intellectually dishonest.

I've got a theory that in these examples, sure, no **PCs** were killed, but over 40 **characters** (including various torch bearers, men-at-arms, sages, etc.) were lost their lives in breaching the Tomb. They just happened to not have the mystic star of PC floating over their heads.

In other words, it's not a PC killer if you play intelligently - where "play intelligently" is defined as "hire /summon lots of cannon fodder to poke and prod at anything remotely dangerous looking before you let the PCs anywhere near it."

EDIT:

Whereas those who seem to dislike it may have a more PC-centric view of things. The PCs are the heroes, the PCs are the ones risking their lives, and therefore it's the PCs who should be (largely alone) fighting and trapping and sleuthing their way through the Tomb.

For reference, I've never played in *any* game, in any version of the rules, in which we had anything approaching the number of hirelings **or** PCs that Gary has indicated was pretty standard, back in the day (i.e., 10+ PCs, an equal number of "trusted cohorts," several armed retainers, etc.).

Flexor the Mighty!

Thursday, 1st September, 2005, 05:32 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

Well, yeah!

One of the main reasons for which people are claiming to dislike ToH is that it is an unabashed meat-grinder of a PC-killer.

Gary - and Frank - have said that this is pretty much bollocks, because anyone who's playing intelligently and well can make it through without any PC deaths at all! In fact, they've offered several instances of anecdotal proof that it can be done.

What I'm trying to determine is if they're being a little intellectually dishonest.

*I've got a theory that in these examples, sure, no **PCs** were killed, but over 40 **characters** (including various torch bearers, men-at-arms, sages, etc.) were lost their lives in breaching the Tomb. They just happened to not have the mystic star of PC floating over their heads.*

In other words, it's not a PC killer if you play intelligently - where "play intelligently" is defined as "hire /summon lots of cannon fodder to poke and prod at anything remotely dangerous looking before you let the PCs anywhere near it."

Well from reading the info on fighters and such in the 1e PH I think it was assumed that high level Fighter types would have retainers, followers, henchmen, men at arms, etc. So I think that the disconnect is the from gamers that have never played in the old "style" so to speak. I know I've read several oldschool adventures where they note henchmen for pregen NPC characters listed in the module. I think it is assumed that high level characters would have henchmen to command on adventures, and that they would fall in battle often. If you have some 4th level fighters travelling into a tomb with thier 11th level Fighter Lord then there will inevitably be losses among the lackeys.

P.S. I hate the term "intellectually dishonest" just come out and say "Liar".

StupidSmurf

Thursday, 1st September, 2005, 07:07 PM

Quote:

Originally Posted by **Col_Pladoh**

Can't copyright that, but perhaps registering it as a trade mark will serve...

.lol:

Gary

I sit corrected! ;)

Patryn of Elvenshae

Thursday, 1st September, 2005, 07:31 PM

Quote:

Originally Posted by **Flexor the Mighty!**

P.S. I hate the term "intellectually dishonest" just come out and say "Liar".

But I'm not calling them liars. Gary and Frank say that, on multiple occasions, there were no PC deaths. I'm giving the benefit of the doubt that, in fact, no PCs met their death in a given number of ToH runs.

However, there **might** be a bit of behind-the-scenes shenanigans going on whereby "No PC Deaths" means "Thousands of nameless NPCs died so that the PCs didn't have to."

In other words, "No PC deaths" **may** not be the whole story, and concealing the rest of the story **might be** intellectually dishonest.

EDIT:

Heck, "No PC Deaths" could, in fact, mean "The PCs entered alone, fought and puzzled their way through, and won the day - all without a single PC death!"

Given other sources, however, I doubt it. But I'm leaving open the possibility that I'm wrong.

trollwad

Thursday, 1st September, 2005, 09:22 PM

yggsburgh and greyhawk deities

by my count, there are seven religious establishments in yggsburgh. If you use the greyhawk deities, which ones might be logical 'fits'?

btw, I like yggsburgh

Orius

Friday, 2nd September, 2005, 04:36 AM

Quote:

Originally Posted by **Col_Pladoh**

Don't blame it on me,
I'm not guilty can't you see

I wasn't. IIRC, you steered the conversation away from it when it started becoming unfriendly.

the black knight

Friday, 2nd September, 2005, 04:51 AM

Quote:

Originally Posted by **Patryn of Elvenshae**

But I'm not calling them liars. Gary and Frank say that, on multiple occasions, there were no PC deaths. I'm giving the benefit of the doubt that, in fact, no PCs met their death in a given number of ToH runs.

However, there **might** be a bit of behind-the-scenes shenanigans going on whereby "No PC Deaths" means "Thousands of nameless NPCs died so that the PCs didn't have to."

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Heck, "No PC Deaths" could, in fact, mean "The PCs entered alone, fought and puzzled their way through, and won the day - all without a single PC death!"

Given other sources, however, I doubt it. But I'm leaving open the possibility that I'm wrong.

Wow, you have some real balls, Patryn, suggesting that Gary has been dishonest, and on his own thread no less. Why not drop the euphemistic dance and just call him a 'liar'?

You know, seems to me that anyone can play this speculative game. In fact, I'll give it a try and suggest that perhaps it is YOU that has some shenanigans going on, like maybe you're harbouring a deep seated desire to lash out at someone who has given joy to others through his

creations. How's that? Have I gotten the hang of it?

Flexor the Mighty!

Friday, 2nd September, 2005, 05:04 AM

I'd hate to see Gary's thread locked so lets try not to get too nasty here.

Hey Gary, if I am using Greyhawk City as environs for CZ, do you think I can still get good value out of this volume since it doesn't go into the castle details much from what I read?

I just wish I could give you a potion of longevity to insure you could finish the series and treat gamers to your stuff for many many years to come. I tried to make one for you by mixing Jim Beam, Khaluha, & Guinness stout in a vial and let it cook overnight at low flame....well it took me a week to see again but I'm not deterred in the least.

haakon1

Friday, 2nd September, 2005, 08:57 AM

Quote:

*Originally Posted by **gideon_thorne***

Just make sure that the ones you want to keep alive aren't wearing red. :)

If the shirt is red, the man is dead.

Some of you might be amused at this collection of Star Trek observations produced by my D&D crowd back in our college days:

<http://trek.starshine.org/rec/drunktrek/>

Rule 14 is my own poor, red shirt-designed rule . . .

Frank Mentzer

Friday, 2nd September, 2005, 03:58 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

how many of them made it through?

If that was directed toward me...

As you have already reviewed my games from the late 1970s, assessed an 80% casualty rate, and cited 20+ non-PC characters in the party (very specific numbers generated from absolutely no real data) why should I distract you with facts?

Feel free to continue your fictions, but I choose not to fuel them.

lukelightning

Friday, 2nd September, 2005, 04:10 PM

Logically, given the greater number of NPCs than PCs dying in most campaigns and adventures (ToH included), I conclude that the gene for "NPC" is going to become rarer and rarer, resulting in more PCs. It's a simple matter of evolution! Of course, this is complicated by the fact that when PCs pass on their genes, it is typically with an NPC (at least in my experience). The PC gene seems to be recessive, since two NPC parents can have a PC child.

Patryn of Elvenshae

Friday, 2nd September, 2005, 04:14 PM

Quote:

*Originally Posted by **the black knight***

Wow, you have some real balls, Patryn,

Thanks! I checked again, just to make sure, and, yep, there they are. One wonders how you came across the information, though ... :)

Quote:

suggesting that Gary has been dishonest, and on his own thread no less. Why not drop the euphemistic dance and just call him a 'liar?'

Because I'm not calling him a liar. Duh! Did you miss that? Read my post again. I'm just saying that maybe he's not telling the whole story - and that I'd like to hear the whole story. Others might be interested in it, as well. :)

Quote:

like maybe you're harbouring a deep seated desire to lash out at someone who has given joy to others through his creations. How's that? Have I gotten the hang of it?

Uh, my hat of Gary Gyga know no limit?

Riiiiiiight.

Patryn of Elvenshae

Friday, 2nd September, 2005, 04:17 PM

Quote:

*Originally Posted by **Frank Mentzer***

As you have already reviewed my games from the late 1970s, assessed an 80% casualty rate, and cited 20+ non-PC characters in the party (very specific numbers generated from absolutely no real data) why should I distract you with facts?

Feel free to continue your fictions, but I choose not to fuel them.

Well, it's a shame that you don't wish to continue the conversation. I was genuinely interested in the actual data.

I thought it was pretty obvious that my numbers were examples only. Maybe it wasn't as obvious as I'd hoped.

I based them off of previous posts by GG (in this thread and other Q&A threads), detailing his usual gaming group: 10+ PCs, each PC usually with a "trusted cohort," a couple extra hirelings, some torch-bearers, etc. According to him, that was pretty common "back in the day," and that's easily 20+ members of the PCs' horde. 80% was based on the fact that there were 5 categories, and 1 of them was "PCs" who we know didn't die.

Are you saying that it wasn't common in your campaigns? Because it wasn't common in any of mine, either.

Col_Pladoh

Friday, 2nd September, 2005, 04:57 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

But did they also have the 20+ retainers which, I'm led to believe, was fairly standard "back in the day"?

If so, how many of them made it through?

Absolutely not. The tournament was for groups of single PCs played by actual participants in the event. I can't recall the number per team, but I suspect it was eight.

Cheerio,
Gary

Col_Pladoh

Friday, 2nd September, 2005, 05:02 PM

Quote:

*Originally Posted by **Anson Caralya***

Gary, thanks as always for a thorough and quick reply. As mentioned previously, I wasn't confronted by this obstacle when I ran the adventure back in the day, which is fortunate, as I considered the word of a published module to be sacrosanct back then (I was young). Were I to run it now, I would build in some type of mechanism for the PC's to further seal/obscure the temple (and reward them for this) or maybe somehow allow the possibility to blow the treasure out of the cyst without bowing to T. Characters who choose to eat from his tree, of course, get what they deserve.

Thanks again!

Understood...

Back then I made many assumptions regarding the DMs, mainly based on what I knew and thought. Only by getting a lot of feedback over many years have I come to realize that there are times I need to pass along the reasoning behind some of the material I present. Sadly, even now I sometimes forget to do that or blithely assume the information is too obvious to state. :heh:

Cheers,
Gary

Col_Pladoh

Friday, 2nd September, 2005, 05:06 PM

Quote:

*Originally Posted by **Anson Caralya***

Hmmm, maybe this should be moved to a "Retainer's rights" thread...? "Although I receive a fee, I will not be tasked with jumping into the fiend's maw to check his tonsils"?

(To go hopelessly off-topic, I love the way "Lost" knowingly brought back the red shirt concept.)

As a matter of fact...

My relatively veteran group of players had their Avatars do precisely that in *The Hermit* module. The only exception was a n Ecclesiastic who stayed true to his ethical values and so escaped doom :uhoh: Needless to say, I was most disconcerted, for I was liberal in hints against

listening to the fiend. The consensus was that all of us, palyers and me as the Lejend Master, were not up to par that night.

Cheers,
Gary

Col_Pladoh

Friday, 2nd September, 2005, 05:12 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

Well, yeah!

One of the main reasons for which people are claiming to dislike ToH is that it is an unabashed meat-grinder of a PC-killer.

whiners incapable of good play, by and large, is my response. Who says one can win them all?

Quote:

Gary - and Frank - have said that this is pretty much bollocks, because anyone who's playing intelligently and well can make it through without any PC deaths at all! In fact, they've offered several instances of anecdotal proof that it can be done.

What I'm trying to determine is if they're being a little intellectually dishonest.

*I've got a theory that in these examples, sure, no **PCs** were killed, but over 40 **characters** (including various torch bearers, men-at-arms, sages, etc.) were lost their lives in breaching the Tomb. They just happened to not have the mystic star of PC floating over their heads.*

In other words, it's not a PC killer if you play intelligently - where "play intelligently" is defined as "hire /summon lots of cannon fodder to poke and prod at anything remotely dangerous looking before you let the PCs anywhere near it."

EDIT:

Whereas those who seem to dislike it may have a more PC-centric view of things. The PCs are the heroes, the PCs are the ones risking their lives, and therefore it's the PCs who should be (largely alone) fighting and trapping and sleuthing their way through the Tomb.

*For reference, I've never played in *any* game, in any version of the rules, in which we had anything approaching the number of hirelings **or** PCs that Gary has indicated was pretty standard, back in the day (i.e., 10+ PCs, an equal number of "trusted cohorts," several armed retainers, etc.).*

And as i have said several times now, there were groups of players that played through the module with absolutely no losses--only a few, whilst others llost some of their team.

For goodness sake, Mordenkainen and Bigby have been lost in adventures, as have virtually all of my other PCs, and I don't whine about it. As a player I assume the risk of death is always present in a really challenging adventure, and do what I can to plan for some sort of recovery of the lost PC, make sure my team mates will assist, as I would assist their PCs.

Gary

Grimstaff

Friday, 2nd September, 2005, 05:12 PM

3 Questions

Hi, Gary! Congrats on Yggsburgh, its a great book.

Three quick items:

- 1) Third party publishers are, of course, very common nowadays. What was your take on Judges Guild, anecdotal or otherwise, back in the 70's?
- 2) There have been rumors of WotC dropping Greyhawk as "default setting" and farming it out for third party. Any take on that? Would you or the Trolls want to grab it?
- 3) In your stories of the old guard, it seems like magic users, fighters, and clerics were pretty well-represented, but I rarely hear anything about thieves, assassins, or rangers. Any cool old-day characters of this ilk?

Col_Pladoh

Friday, 2nd September, 2005, 05:15 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Well from reading the info on fighters and such in the 1e PH I think it was assumed that high level Fighter types would have retianers, followers, henchmen, men at arms, etc. So I think that the disconnect is the from gamers that have never played in the old "style" so to speak. I know I've read several oldschool adventures where they note henchmen for pregen NPC characters listed in the module. I think it is assumed that high level characters would have henchmen to command on adventures, and that they would fall in battle often. If you have some 4th level fighters travelling into a tomb with thier 11th level Fighter Lord then there will inevitably be losses among the lackeys.

P.S. I hate the term "intellectually dishonest" just come out and say "Liar".

Quite so...

...especially when the number of actual PCs involved in the adventure is limited and the perils involved are great.

In point of fact, having "flunkies" along in such missions is only common sense. The PCs involved pay for that by gaining fewer XPs in the

adventure.

Gary

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Friday, 2nd September, 2005, 05:20 PM

Quote:

*Originally Posted by **Patryn of Elvenshae****But I'm not calling them liars. Gary and Frank say that, on multiple occasions, there were no PC deaths. I'm giving the benefit of the doubt that, in fact, no PCs met their death in a given number of ToH runs.**However, there **might** be a bit of behind-the-scenes shenanigans going on whereby "No PC Deaths" means "Thousands of nameless NPCs died so that the PCs didn't have to."**In other words, "No PC deaths" **may** not be the whole story, and concealing the rest of the story **might be** intellectually dishonest.**EDIT:**Heck, "No PC Deaths" could, in fact, mean "The PCs entered alone, fought and puzzled their way through, and won the day - all without a single PC death!"**Given other sources, however, I doubt it. But I'm leaving open the possibility that I'm wrong.*

Give it a rest :p

Robilar did venture into the ToH with a dozen of his orc bodyguards, but the lot were wasted in the entrance passage--I placed the pit traps knowing Rob's thinking and so got an orc in each and every one. Robilar tossed the last of them into the demon-mouth sphere of annihilation, then ventured on alone throughout the remainder of the module, got to the end, and as I said before, looted the treasure and fled without confronting the demi-lich.

Gary

Col_Pladoh

Friday, 2nd September, 2005, 05:25 PM

Quote:

*Originally Posted by **trollwad****by my count, there are seven religious establishments in yggsburgh. If you use the greyhawk deities, which ones might be logical 'fits'?**btw, I like yggsburgh*

Actually, in my play-testing I used Norse/Teutonic deities for the religious affiliations of the various temples and such in the town. (that's because WotC is the owner of the Greyhawk deities, of course...)

It is heartening to learn that you enjoy the setting, and if things develop as I hope, I plan to expand Yggsburg's information to detail each block in regards to what and who is located therein. I have a number of people ready to undertake this work, and all we need to begin is a nod from the Trolls ;)

Cheers,
Gary

Col_Pladoh

Friday, 2nd September, 2005, 05:27 PM

Quote:

*Originally Posted by **Orius****I wasn't. IIRC, you steered the conversation away from it when it started becoming unfriendly.*

Heh...

I was just using the opportunity to recall an old Fats Domino tune that was popular when I was a youngster :eek:

Cheerio,
Gary

Frank Mentzer

Friday, 2nd September, 2005, 05:29 PM

Quote:

Originally Posted by **Patryn of Elvenshae**

it's a shame that you don't wish to continue the conversation. I was genuinely interested in the actual data.

Final comment on this bull...

Sir: this was not a conversation. You alleged fictions as facts, cited other unfounded allegations about a different game (a thousand miles away) as 'supporting data', waved various "might have" and "unproven" innuendos, and challenged us to debunk you with truth.

Tactically this would be assaulting an entrenched position, and is to be avoided.

If you truly wished any conversation you would have encouraged such with questions, rather than digging trenches for a battle of your own design. Sorry, I don't have time to indulge you.

We now return you to Gary's scheduled dialogues...

Col_Pladoh

Friday, 2nd September, 2005, 05:29 PM

Quote:

Originally Posted by **the black knight**

Wow, you have some real balls, Patryn, suggesting that Gary has been dishonest, and on his own thread no less. Why not drop the euphemistic dance and just call him a 'liar?'

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Likely Patryn has not experienced the fun as most of us have, so I say cut him some slack. I can deal with it ;)

Cheerio,
Gary

MerricB

Friday, 2nd September, 2005, 05:36 PM

I've just remembered my own experience when playing Tomb of Horrors (the adventure brought to you by the letter "O"): I used a pre-gen character my DM presented me with - a kender rogue.

I am very happy to say that he was stripped of all of his equipment and left to die a lonely death in some corner of the dungeon. Some PCs deserve their fates, and any kender played by me can't suffer it soon enough (or so said the other players... :D)

Now, with Necropolis moving towards its likely gory end (although one or two of my players are quite accomplished), I think it's time to start investigating the new EGG adventures. Time to start badgering my FLGS, I think...

Cheers!

Col_Pladoh

Friday, 2nd September, 2005, 05:41 PM

Quote:

Originally Posted by **Flexor the Mighty!**

I'd hate to see Gary's thread locked so lets try not to get too nasty here.

On another board I won't name the exchanges would be considered friendly banter... :lol:

Quote:

Hey Gary, if I am using Greyhawk City as environs for CZ, do you think I can still get good value out of this volume since it doesn't go into the castle details much from what I read?

I just wish I could give you a potion of longevity to insure you could finish the series and treat gamers to your stuff for many many years to come. I tried to make one for you by mixing Jim Beam, Khaluha, & Guinness stout in a vial and let it cook overnight at low flame....well it took me a week to see again but I'm not deterred in the least.

Well, the River Nemo could be considered as the Neen, and the Urt river likewise one seen on the World of Greyhawk map. there is also the City of Dunfalcon some miles west to Yggsburgh.

The area covered by the Yggsburgh work is up to about 3K square miles if the GM expands the map himself so as to take in the demesnes of the three hostile nobles and the borderlands. That is a miniscule area considering the Flanaess, and yet within it there are hundreds of adventures--given and postulated. The cultural and social information in the work are manifold, meat and drink for the GM inclined to develop detailed material for the campaign.

We will get to the castle and dungeon levels, although it seems unlikely that I'll be able to take the lead due to my health--too little energy to sustain the work load necessary to produce such detailed effort. I worked 70 or more hours a week continuously for a long stretch to produce the

CZ Yggsburgh volume. However, I have outlined the castle/dungeons, we have the original material, and I can develop work that rob generates therefrom so as to assure it is consistent with what I, and he, did way back when, only more detailed so other GMs can utilize it.

Okay?

Cheers,
Gary

the black knight

Friday, 2nd September, 2005, 05:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

Likely Patryn has not experienced the fun as most of us have, so I say cut him some slack. I can deal with it ;)

*Cheerio,
Gary*

Hi, Gary,

I apologize for stepping in. It's just that I rate that module as one of the all time best out there and hate to see people dismiss it as anything less than a great work of role-playing. In any case, it won't happen again.

Sincerely,

TBK

Col_Pladoh

Friday, 2nd September, 2005, 05:47 PM

Quote:

*Originally Posted by **MerricB***

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Now, with Necropolis moving towards its likely gory end (although one or two of my players are quite accomplished), I think it's time to start investigating the new EGG adventures. Time to start badgering my FLGS, I think...

Cheers!

Heh, Merric...

As a matter of fact the team almost bought the farm when playing through the Hall of Many Panes, but a usually cautious and retiring Enchanter stepped to the fore with alacrity and saved the lot with a well-chosen Power activation (spell), and to the good guys won the day and went on to complete the lengthy and perilous quest to rescue the Hero-Bard McGregtim from the clutches of the malign deities.

Cheers,
Gary

Col_Pladoh

Friday, 2nd September, 2005, 05:51 PM

Quote:

*Originally Posted by **Frank Mentzer***

Final comment on this bull...

Sir: this was not a conversation. You alleged fictions as facts, cited other unfounded allegations about a different game (a thousand miles away) as 'supporting data', waved various "might have" and "unproven" innuendos, and challenged us to debunk you with truth.

Tactically this would be assaulting an entrenched position, and is to be avoided.

If you truly wished any conversation you would have encouraged such with questions, rather than digging trenches for a battle of your own design. Sorry, I don't have time to indulge you.

We now return you to Gary's scheduled dialogues...

In other words...

Why bother with shovelling away a lot of horse manure, right?

(Especially when I have been doing that :mad:)

:lol:
Gary

Col_Pladoh

Friday, 2nd September, 2005, 05:53 PM

Quote:

*Originally Posted by **the black knight***

Hi, Gary,

I apologize for stepping in. It's just that I rate that module as one of the all time best out there and hate to see people dismiss it as anything less than a great work of role-playing. In any case, it won't happen again.

Sincerely,

TBK

No need to apologise, amigo :)

I just wanted to avoid a pile-onto sort of situation.

We are all fellow gamers, and in that respect have more in common than not, likely :cool:

Cheers,
Gary

Col_Pladoh

Friday, 2nd September, 2005, 06:10 PM

Quote:

*Originally Posted by **Grimstaff***

Hi, Gary! Congrats on Yggsburgh, its a great book.

Three quick items:

1) Third party publishers are, of course, very common nowadays. What was your take on Judges Guild, anecdotal or otherwise, back in the 70's?

I have always been favorably inclined to granting licence to produce support material for an RPG. Hoivever, in my thinking it is absolutely necessary that the licensed works be thoroughly reviewed by a knowledgeable developmental editor-type person before granting the publication of the licensed work, that bearing the trade make name of the system.

This was not adhered to with the JG priducts, so I found their quality uneven, sometimes questionable.

Quote:

2) There have been rumors of WotC dropping Greyhawk as "default setting" and farming it out for third party. Any take on that? Would you or the Trolls want to grab it?

I have not heard that.

As TLG has expended considerable effort in developing their own world Setting, *Erde*, I an not sure they would be interested in licensing the WoG--cost and potential return analysis would need to be carefully considered, especially since the setting has been so altered by WotC and Living Greyhawk.

Quote:

3) In your stories of the old guard, it seems like magic users, fighters, and clerics were pretty well-represented, but I rarely hear anything about thieves, assassins, or rangers. Any cool old-day characters of this ilk?

As a matter of fact, there were not many well-played thieves, assassins, or rangers in the group that Rob and I DMed. My own half-orc cleric/assassin (heh) met an untimely but well-deserved end before doing anything remarkable. My last-created PC is a gnome illusionist/thief, but he is only of 3rd level and hasn't been played in many years now:(

In short, I can't recall anything especially notable in regards to those sorts of characters in the games I Dmed or played in.

Cheerio,
Gary

Deogolf

Friday, 2nd September, 2005, 06:30 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh, Merric...

As a mater of fact the team almost bought the farm when playing through the Hall of Many Panes, but a usually cautious and retiring Enchanter stepped to the fore with alacrity and saved the lot with a well-chosen Power activation (spell), and to the good guys won the day and went on to complete the lengthy and perilous quest to rescue the Hero-Bard McGregtim from the clutches of the malign deities.

Cheers,
Gary

:D :D :D ;)

Flexor the Mighty!

Friday, 2nd September, 2005, 06:42 PM

Quote:

Originally Posted by **Col_Pladoh**

On another board I won't name the exchanges would be considered friendly banter... :lol:

Well, the River Nemo could be considered as the Neen, and the Urt river likewise one seen on the World of Greyhawk map. there is also the City of Dunfalcon some miles west to Yggsburgh.

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Okay?

Cheers,
Gary

Ok, I think you convinced me.

Patryn of Elvenshae

Friday, 2nd September, 2005, 06:55 PM

Quote:

Originally Posted by **Col_Pladoh**

Absolutely not. The tournament was for groups of single PCs played by actual participants in the event. I can't recall the number per team, but I suspect it was eight.

Thanks. That's what I was asking. :)

Patryn of Elvenshae

Friday, 2nd September, 2005, 07:04 PM

Quote:

Originally Posted by **Frank Mentzer**

If you truly wished any conversation you would have encouraged such with questions, rather than digging trenches for a battle of your own design. Sorry, I don't have time to indulge you.

Well, then, if you'll indulge me just a bit longer, let's go back to what prompted my question then, shall we?

Quote:

Originally Posted by **You**

We made it all the way thru with no PC deaths (tho I won't say the same about NPCs, hirelings, henchmen, conjured critters, et al.),

Quote:

Originally Posted by **Me**

I think that's the difference.

You made it through with no PC deaths, sure, but it still looks like you had something like an 80% casualty rate.

You mentioned that you had no PC deaths, but you specifically weren't counting the deaths of NPCs, Hirelings, Henchmen, conjured aid, etc. The implication is that many of them died. I picked 80% because you offered 5 groups - $4 / 5 = 80\%$ (yes, a silly assumption that all groups were equal and the PCs were the only ones left standing).

In other words, you seemed to be saying that no PCs died but lots of hirelings died to get the PCs to the end of the Tomb.

Everything else I've posted is a reaction to others claiming that NPC, Hireling, etc., deaths aren't important.

And, forgive me for assuming that your group played in a fashion even remotely resembling the groups DMed by Gary. Rest assured that I won't make t9 atmistake again.

Col_Pladoh

Friday, 2nd September, 2005, 07:36 PM

Quote:

*Originally Posted by **Deogolf***

:D :D :D ;)

From an eyewitness to the debalce :uhoh:

:lol:

Gary

Col_Pladoh

Friday, 2nd September, 2005, 07:38 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Ok, I think you convinced me.

Fine, but do look it over if possible before purchasing. Don't want any unhappy buyers;)

Cheers,

Gary

Col_Pladoh

Friday, 2nd September, 2005, 07:39 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

Thanks. That's what I was asking. :)

Happy that I finally managed to get the correct information yo ouu, amigo :D

Cheers,

Gary

Col_Pladoh

Friday, 2nd September, 2005, 07:42 PM

Quote:

*Originally Posted by **Patryn of Elvenshae***

...

...

Everything else I've posted is a reaction to others claiming that NPC, Hireling, etc., deaths aren't important.

...

That you've never heard from me as a player or as a GM. Hired men-at-arms or like follwers can be relatively inconsequential in loss, but never henchmen or associated NPCs. To a PC of strong Good alignment, any such loss should be lamentable.

Cheers,

Gary

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Patryn of Elvenshae

Friday, 2nd September, 2005, 08:22 PM

Quote:

*Originally Posted by Col_Pladoh**That you've never heard from me as a player or as a GM. Hired men-at-arms or like followers can be relatively inconsequential in loss, but never henchmen or associated NPCs. To a PC of strong Good alignment, any such loss should be lamentable.*

Of course! I agree wholeheartedly!

There were some, in this thread and others, however, who were questioning why I cared whether or not those "hordes" of NPCs died, and why it was important. They were, after all, just "Red Shirts," right? In fact, someone told me that I (or, presumably, my character) should "leave my morals at the door."

That sort of opinion strikes me as perfectly fine - and expected! - when coming from an Evil Overlord or Twisted Archmage or Goblinoid Warchief, but a bit incongruous when coming from the guys who are supposed to be the Heroes of the story. :)

Col_Pladoh

Friday, 2nd September, 2005, 09:03 PM

Quote:

Originally Posted by Patryn of Elvenshae

...

That sort of opinion strikes me as perfectly fine - and expected! - when coming from an Evil Overlord or Twisted Archmage or Goblinoid Warchief, but a bit incongruous when coming from the guys who are supposed to be the Heroes of the story. :)

In point of fact, did the "heroic" generals blench when sending troops into battle knowing that losses would be horrendous? Considering recorded history, I think not, and many of those very persons are surely regarded as heroic...

Cheers,
Gary

trollwad

Friday, 2nd September, 2005, 09:53 PM

GG said "Well, the River Nemo could be considered as the Neen, and the Urt river likewise one seen on the World of Greyhawk map. there is also the City of Dunfalcon some miles west to Yggsburgh."

On the map, it is easy to see how the Nemo could fit the Neen. What I dont get is what might you make the Urt (the Ery)? Dont those two rivers meet up in the mistmarsh, not far from greyhawk. I always assumed Yggsburgh should be somewhere in the cairn hills to the west or southwest of the mistmarsh. What do you think is logical?

Col_Pladoh

Friday, 2nd September, 2005, 09:57 PM

Quote:

*Originally Posted by trollwad**GG said "Well, the River Nemo could be considered as the Neen, and the Urt river likewise one seen on the World of Greyhawk map. there is also the City of Dunfalcon some miles west to Yggsburgh."**On the map, it is easy to see how the Nemo could fit the Neen. What I dont get is what might you make the Urt (the Ery)? Dont those two rivers meet up in the mistmarsh, not far from greyhawk. I always assumed Yggsburgh should be somewhere in the cairn hills to the west or southwest of the mistmarsh. What do you think is logical?*

What the devil is the "Mistmarsh"?

Indeed the Urt could be the Ery, but again, Mistmarsh? Never heard of it.

:]
Gary

JRRNeiklot

Friday, 2nd September, 2005, 10:24 PM

My only recollection of a "Mistmarsh" is from the Shanarra series of Terry Brooks.

gideon_thorne

Friday, 2nd September, 2005, 10:26 PM

S'funny. I was thinking the same thing.

Quote:

*Originally Posted by **JRRNeiklot***

My only recollection of a "Mistmarsh" is from the Shanarra series of Terry Brooks.

Col_Pladoh

Friday, 2nd September, 2005, 10:31 PM

Quote:

*Originally Posted by **gideon_thorne***

S'funny. I was thinking the same thing.

There is the Great Leech Marsh east of Bigfish Lake in the Eastmark, but that's a long way from the confluence of the Nemo and Urt at Yggsburgh :uhoh:

Heh,
Gary

Patryn of Elvenshae

Friday, 2nd September, 2005, 11:49 PM

Quote:

*Originally Posted by **Col_Pladoh***

In point of fact, did the "heroic" generals blench when sending troops into battle knowing that losses would be horrendous? Considering recorded history, I think not, and many of those very persons are surely regarded as heroic...

You think not? From personal experience (and, admittedly, a very small sample size), the admirals and generals I've talked to had quite the opposite opinion. Yes, they were willing - and did - order people to their [probable and / or actual] deaths, but they did not do so callously. Their men and women were not "Red Shirts."

Anyway, this is starting to smell like an alignment discussion, so I'll just thank you for the information and bow out until the next topic that catches my eye. Thanks again! :)

Col_Pladoh

Saturday, 3rd September, 2005, 12:02 AM

Quote:

*Originally Posted by **Patryn of Elvenshae***

You think not? From personal experience (and, admittedly, a very small sample size), the admirals and generals I've talked to had quite the opposite opinion. Yes, they were willing - and did - order people to their [probable and / or actual] deaths, but they did not do so callously. Their men and women were not "Red Shirts."

Anyway, this is starting to smell like an alignment discussion, so I'll just thank you for the information and bow out until the next topic that catches my eye. Thanks again! :)

Callously or not, the cannon fodder was sent into the battle, eh? The scruples of the commanders made no difference to those who died.

The "Great Conquerors" had few if any qualms of the sort you mention.

As a point of order, who says that PCs need be of heroic stamp? that's a matter for the players to determine, they and none other, most assuredly.

Gary

gideon_thorne

Saturday, 3rd September, 2005, 12:15 AM

Now watch as the greedy PC runs into the dungeon and roasts out the poor defenseless critters, who are minding their own business, and violate all their property rights.

tongue in cheek :p

Quote:

*Originally Posted by **Col_Pladoh***

As a point of order, who says that PCs need be of heroic stamp? that's a matter for the players to determine, they and none other, most assuredly.

Gary

Col_Pladoh

Saturday, 3rd September, 2005, 01:03 AM

Quote:

*Originally Posted by **gideon_thorne***

Now watch as the greedy PC runs into the dungeon and roasts out the poor defenseless critters, who are minding their own business, and violate all their property rights.

**tongue in cheek* :p*

Only the most liberal of tree-hugging PETA members play PCs that are not Neutral Greedy :uhoh:

Of course, such persons prefer dicless theartical performances to actual role-playing...if remorseless plunders :eek:

:lol: :p :lol:

Gary

Akrasia

Saturday, 3rd September, 2005, 01:43 AM

Quote:

*Originally Posted by **Col_Pladoh***

Fine, but do look it over if possible before purchasing. Don't want any unhappy buyers;)

*Cheers,
Gary*

I ordered CZ 'sight unseen' online -- I *knew* it would be excellent.

It finally arrived today in the mail (albeit with a dinged corner, courtesy of the postal service) and it looks simply amazing! I can hardly wait to spend some hours this weekend reading through it. I even brought it to the pub tonight. :)

gideon_thorne

Saturday, 3rd September, 2005, 01:47 AM

Perfect. A good book is best experienced through a golden burbon glow... :D

Quote:

*Originally Posted by **Akrasia***

*I ordered CZ 'sight unseen' online -- I *knew* it would be excellent.*

It finally arrived today in the mail (albeit with a dinged corner, courtesy of the postal service) and it looks simply amazing! I can hardly wait to spend some hours this weekend reading through it. I even brought it to the pub tonight. :)

jwright

Saturday, 3rd September, 2005, 03:19 AM

Later material

Greetings again!

Sorry to join the forum and then disappear - we are from Louisiana so have been a little preoccupied with making sure family and friends are ok. They are!

Quote:

*Originally Posted by **Col_Pladoh***

What the devil is the "Mistmarsh"?

Indeed the Urt could be the Ery, but again, Mistmarsh? Never heard of it.

*:]
Gary*

Later influences on Greyhawk material in 2e and 3e gave names to lots of the specific regions that didn't have names on the original folio or box set editions - "Mistmarsh" was the name given, probably by Sargent or Moore, to the wetlands area around these rivers SE of Greyhawk. One of the things I loved about Greyhawk was that as a published setting it wasn't so specific and allowed us to find our own heroes and villains - I'll be honest I never heard the names Mordenkainen (sorry Gary :() till I was much older and so they weren't a part of my teenage Greyhawk campaigns.

Now to my geekdom questions:

1. I was wondering about the S3 Barrier Keeps module - I honestly don't remember who wrote this, but was it meant to be a variation on the "City of the Gods" from the Blackmoor campaign?
2. I am curious about the history of Robilar in your campaigns - I've heard that he actually did turn evil in the real campaigns (I had been under the impression this was a 2e/3e change to Rob's character) and if so if you remember the game and circumstances it happened in?

Thanks alot!

"Maddog" Wright

trollwad

Saturday, 3rd September, 2005, 02:35 PM

wizards blurb

the wizards website had the following blurb that helped me form an evolving hypothesis "Twenty-two fulltime R&D staff members share the task of building Dungeons & Dragons roleplaying material. Just over half of them, seven designers and four developers, do the things that we'll talk about in this column."

Gary and Frank, I know that you two are reluctant to criticize wizards, but doesnt that seem like *huge* overhead for what is really a hobby or craft game? What was the headcount in this area back in the day? I look at the volume of product that wizards releases relative to monte's malhavoc, or troll lords or necromancer or goodman and it doesnt seem like it is 4x or 5x what those shops release. Frankly, Erik Mona and James Jacobs in various endeavors and with the support of Rob Kuntz and some other nonemployee contract writers have created as much useful product as Wizards in my view as wizards has, with what seems like far lower 'creative' headcount.

My theory is basically that a lot of wizards strategy is colored by its overstaffing. As all of us who work for major corporations know, overstaffing in a business can as easily lead to dubious projects and expansions as it does to anything else. For example, why are modules 'unprofitable' for wizards yet profitable for goodman games? Is it because goodman seems to have two to four creative people supplemented by project writers, not 22 full-time employees? Does the need to support this huge staff contribute to the need to reissue the 3-book rules every few years, whereas basic, 1e, and unearthed arcana had much longer and more stable print runs before they were superceded?

Thoughts?

Col_Pladoh

Saturday, 3rd September, 2005, 04:12 PM

Quote:

*Originally Posted by **Akrasia***

I ordered CZ 'sight unseen' online -- I knew it would be excellent.

It finally arrived today in the mail (albeit with a dinged corner, courtesy of the postal service) and it looks simply amazing! I can hardly wait to spend some hours this weekend reading through it. I even brought it to the pub tonight. :)

Dude!

The material should prove worth the price (and then some, hopefully), but to read whilst enjoying a libation or two? :eek:

:lol:

Gary

Col_Pladoh

Saturday, 3rd September, 2005, 04:20 PM

Quote:

*Originally Posted by **jwright***

Greetings again!

Sorry to join the forum and then disappear - we are from Louisiana so have been a little preoccupied with making sure family and friends are ok. They are!

Surely that's understandable and great to learn your family and friends are well. I have kinfolk of a sort in Hammond, and I have not yet been able to learn how they are doing. We'll house them up here in Wisconsin if they need a place.

Quote:

Later influences on Greyhawk material in 2e and 3e gave names to lots of the specific regions that didn't have names on the original folio or box set editions - "Mistmarsh" was the name given, probably by Sargent or Moore, to the wetlands area around these rivers SE of Greyhawk. One of the things I loved about Greyhawk was that as a published setting it wasn't so specific and allowed us to find our own heroes and villains - I'll be honest I never heard the names Mordenkainen (sorry Gary :)) till I was much older and so they weren't a part of my teenage Greyhawk campaigns.

As I suspected...nothing of the actual world I devised for DMs:]

Quote:

Now to my geekdom questions:

1. I was wondering about the S3 Barrier Keeps module - I honestly don't remember who wrote this, but was it meant to be a variation on the "City

I authored the Expedition to the barrier peaks, and it was a downed space vessel as noted, nothing based on any other work.

Quote:

2. I am curious about the history of Robilar in your campaigns - I've heard that he actually did turn evil in the real campaigns (I had been under the impression this was a 2e/3e change to Rob's character) and if so if you remember the game and circumstances it happened in?

Thanks alot!

"Maddog" Wright

Robilar did become Lawful Evil around 1976 or 77 for some reason that was unfathomable to me as the DM. Erac's Cousin (played by my son Ernie) was also LE, so those two were quite a fearsome combination in the campaign.

Cheers,
Gary

Col_Pladoh

Saturday, 3rd September, 2005, 04:23 PM

Quote:

Originally Posted by trollwad

...

Gary and Frank, ...

...

Thoughts?

This is hardly the place to dis the new system. That said, have you ever heard that the camel is a horse designed by a committee?

:lol:
Gary

Anson Caralya

Saturday, 3rd September, 2005, 04:34 PM

Quote:

My relatively veteran group of players had their Avatars do precisely that in The Hermit module. The only exception was a n Ecclesiastic who stayed true to his ethical values and so escaped doom Needless to say, I was most disconcerted, for I was liberal in hints against listening to the fiend. The concensus was that all of us, palyers and me as the Lejend Master, were not up to par that night.

That sounds like an interesting bit of roleplaying!

I've seen adventures that balance short-cuts open to evil/greedy PC's and rewards for valorous actions of good PC's for single encounters - e.g. the opportunity to steal an item (and benefit from its use) while its owner is unaware, versus later being in good standing with that owner and able to ask for a useful favor - but usually they don't span the overall adventure. I think writing "alternative victory conditions" gets complicated quickly if each (or even several) encounter along the way have the potential for significantly different outcomes. Trying to do much more than leave that type of balance in the DM's hands might be more trouble than it's worth.

Col_Pladoh

Saturday, 3rd September, 2005, 09:01 PM

Quote:

Originally Posted by Anson Caralya

That sounds like an interesting bit of roleplaying!

I've seen adventures that balance short-cuts open to evil/greedy PC's and rewards for valorous actions of good PC's for single encounters - e.g. the opportunity to steal an item (and benefit from its use) while its owner is unaware, versus later being in good standing with that owner and able to ask for a useful favor - but usually they don't span the overall adventure. I think writing "alternative victory conditions" gets complicated quickly if each (or even several) encounter along the way have the potential for significantly different outcomes. Trying to do much more than leave that type of balance in the DM's hands might be more trouble than it's worth.

Indeed, such ethical issues are difficult to make rules with which to adjudicate.

With the LA game system it is relatively easy in regards writing adventure material, however, as there are clear guidelines as to awarding Merits (XPs) or taking them away. In addition there are points of Repute, Dark Repute, and Disrepute. Finally, The GM is always able to set up additions to random rolls to enhance chances of success, award penalties to lower such chances if the PC has been misbehaving.

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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haakon1

Sunday, 4th September, 2005, 06:02 AM

Quote:

Originally Posted by **Col_Pladoh**

Actually, in my play-testing I used Norse/Teutonic deities for the religious affiliations of the various temples and such in the town. (that's because WotC is the owner of the Greyhawk deities, of course...)

Fine with me . . . in my Greyhawk campaign, I use the Norse deities for the Suel, the Greek deities for the Baklunish, the American Indian pantheon + the Sumerian pantheon (i.e., old obscure gods) for the Flannae, and the traditional Greyhawk pantheon for the Oeridians. With some little tweaks like Obad-Hai still being Flannae . . .

My Friendly Local Gaming Store (FLGS) doesn't have Yggsburgh yet, but they said they will get it as soon as possible, because "Anything Gygax writes, we buy it." :D

haakon1

Sunday, 4th September, 2005, 06:18 AM

Quote:

Originally Posted by **Col_Pladoh**

As TLG has expended considerable effort in developing their own world Setting, Erde, I am not sure they would be interested in licensing the WOG--cost and potential return analysis would need to be carefully considered, especially since the setting has been so altered by WotC and Living Greyhawk.

Whistling happily . . .

What'll PROBABLY happen is that you and Erik Mona (Mr. Dungeon Magazine and Mr. Current Greyhawk) will sit down. You will show him the error of his ways in accepting some of the not-so-good changes to WOG made the 2nd Edition era. He will show you that his own adds to the WOG were much more intelligent. You will tell him but 3.5 e is wrong for this that and the other reason. He will go off with Monte Cook and Rob and whoever, and come up with 4 e, which will be the synthesis of 3 e-ness (rules that work the same way across everything) and AD&D ness (not so rule bogged down that it becomes boring).

You'll be totally healthy, and with Rob and Erik and maybe even Dave Arneson for a little on Blackmoor, you'll create a Renaissance of WOG. With WOG rules that are compatible with: OD&D, AD&D, 2nd Edition, 3.5 e, the new 4th Edition you just made in my fantasy, LA, Castles & Crusades, Hackmaster, Gamma World, Star Wars, GURPS, etc.

I'm holding my breathe, because that's going to happen any day now! :p

haakon1

Sunday, 4th September, 2005, 06:30 AM

Red Shirts and ToH

Years ago, on the Greyhawk AOL board, Roger Moore told a story of some guys at TSR (probably in the 2nd Edition era) playing through the Tomb of Horrors with a team of kobolds -- not kobolds with character levels, but plain old AD&D 1-4 hp kobolds. Needless to say, the death toll was high, but I believe Roger said his kobold survived? Perhaps his eleventh kobold or something.

Anyhow, if a kobold can survive it, it MUST be easy. ;)

Col_Pladoh

Sunday, 4th September, 2005, 04:26 PM

Quote:

Originally Posted by **haakon1**

...

My Friendly Local Gaming Store (FLGS) doesn't have Yggsburgh yet, but they said they will get it as soon as possible, because "Anything Gygax writes, we buy it." :D

Well Dang!

That's heartening. the next step is to have all the customers say the same thing :lol:

Cheers,
Gary

Quote:

Originally Posted by **haakon1**

Whistling happily . . .

What'll PROBABLY happen is that you and Erik Mona (Mr. Dungeon Magazine and Mr. Current Greyhawk) will sit down. You will show him the error of his ways in accepting some of the not-so-good changes to WOG made the 2nd Edition era. He will show you that his own adds to the WOG were much more intelligent. You will tell him but 3.5 e is wrong for this that and the other reason. He will go off with Monte Cook and Rob and whoever, and come up with 4 e, which will be the synthesis of 3 e-ness (rules that work the same way across everything) and AD&D ness (not so rule bogged down that it becomes boring).

You'll be totally healthy, and with Rob and Erik and maybe even Dave Arneson for a little on Blackmoor, you'll create a Renaissance of WOG. With WOG rules that are compatible with: OD&D, AD&D, 2nd Edition, 3.5 e, the new 4th Edition you just made in my fantasy, LA, Castles & Crusades, Hackmaster, Gamma World, Star Wars, GURPS, etc.

I'm holding my breathe, because that's going to happen any day now! :p

:confused:

Like sure...

Erik Mona is a good fellow, but his view of the perfect RPR and world setting is likely not much similar to mine.

As for Rob, he will need to have his D&D tales completed, and have finished the Castle Zagyg dungeons with me before he casts an eye towards the WoG :uhoh:

Cheers,
Gary

BOZ

Monday, 5th September, 2005, 04:08 AM

Erik Mona is likely forced to either accept a lot of the changes that have happened, or not write greyhawk at all. given the choice, it seems he accepted the limitations. i remember back in the old days of 2E, he was definitely an advocate of skipping the From the Ashes changes and such.

jwright

Monday, 5th September, 2005, 05:53 AM

CZ Setting?

Gary,

Is Castle Zagyg set in a particular world? (I will order it when I get other C&C and LA stuff - when I finally get paid lol!)

"Maddog" Wright

Col_Pladoh

Monday, 5th September, 2005, 04:30 PM

Quote:

Originally Posted by **BOZ**

Erik Mona is likely forced to either accept a lot of the changes that have happened, or not write greyhawk at all. given the choice, it seems he accepted the limitations. i remember back in the old days of 2E, he was definitely an advocate of skipping the From the Ashes changes and such.

I suspect you are correct in that assessment, Boz ;)

Cheers,
Gary

Col_Pladoh

Monday, 5th September, 2005, 04:34 PM

Quote:

Originally Posted by **jwright**

Gary,

Is Castle Zagyg set in a particular world? (I will order it when I get other C&C and LA stuff - when I finally get paid lol!)

"Maddog" Wright

The area of Yggsburgh, "The Eastmark," is a generic setting. The Trolls will say where it might be well-placed on Erde. For the LA game's Learth I suggest somewhere on the borderland between a Tenoric Pantheon state and that of a state with another pantheon recognized--Olympian likely. The location needs to be one where rivers flow west.

It will fit into the Oerth's Flanmaess too, most likely :lol:

Cheers,
Gary

Clangador

Tuesday, 6th September, 2005, 07:06 PM

Gary,

What percent of Castle Zagyg is straight out of Castle Greyhawk?

Col_Pladoh

Tuesday, 6th September, 2005, 07:37 PM

Quote:

*Originally Posted by **Clangador***

Gary,

What percent of Castle Zagyg is straight out of Castle Greyhawk?

All of the good ideas;)

The maps are to be redone so as to make sense to all GMs, and the encounters are being written with all the needed information, not just a few cryptic notes.

Cheers,
Gary

Clangador

Tuesday, 6th September, 2005, 08:21 PM

Quote:

*Originally Posted by **Col_Pladoh***

All of the good ideas;)

The maps are to be redone so as to make sense to all GMs, and the encounters are being written with all the needed information, not just a few cryptic notes.

*Cheers,
Gary*

Good to know. I guess what's I'm getting at is this. I've read the original Castle Greyhawk had all kinds of weird stuff in it. A museum from "another age," a bowling alley for 20' tall giants, the Machine Level, the Bottle City, plus the gates to the EX modules and Isle of the Ape. I've also read about the running man somewhere and the big stone head. Stuff like that. Things that would be of interest to those of us who read about Castle Greyhawk in The Dragon and would get a hoot out of encountering something right out of your original castle.

BOZ

Tuesday, 6th September, 2005, 08:23 PM

i think those two Castle Greyhawks may be two completely different animals. :)

Col_Pladoh

Tuesday, 6th September, 2005, 08:26 PM

Quote:

*Originally Posted by **Clangador***

Good to know. I guess what's I'm getting at is this. I've read the original Castle Greyhawk had all kinds of weird stuff in it. A museum from "another age," a bowling alley for 20' tall giants, the Machine Level, the Bottle City, plus the gates to the EX modules and Isle of the Ape. I've also read about the running man somewhere and the big stone head. Stuff like that. Things that would be of interest to those of us who read about Castle Greyhawk in The Dragon and would get a hoot out of encountering something right out of your original castle.

Some of that is in the original dungeon, and yes, that is the sort of special encounter that will be included.

Cheers,
Gary

Col_Pladoh

Tuesday, 6th September, 2005, 08:29 PM

Quote:

*Originally Posted by **BOZ***

i think those two Castle Greyhawks may be two completely different animals. :)

The machine Level was in Rob's dungeons, not mine or the one we co-designed. I am not sure of the bottle level, but i know it isn't mine. the rest

of the things mentioned are indeed features from my original castle. Of course there won't be transporter gates to existing modules, but we will probably have them with suggested destinations.

Cheers,
Gary

Clangador

Tuesday, 6th September, 2005, 09:08 PM

Quote:

*Originally Posted by **Col_Pladoh***

Some of that is in the original dungeon, and yes, that is the sort of special encounter that will be included.

*Cheers,
Gary*

That's great. I can't wait to get a look at it.

haakon1

Tuesday, 6th September, 2005, 09:18 PM

Quote:

*Originally Posted by **BOZ***

Erik Mona is likely forced to either accept a lot of the changes that have happened, or not write greyhawk at all. given the choice, it seems he accepted the limitations. i remember back in the old days of 2E, he was definitely an advocate of skipping the From the Ashes changes and such.

Just 'cause our world is not a perfect world, why can't WoG be? :)

Col_Pladoh

Tuesday, 6th September, 2005, 09:23 PM

Quote:

*Originally Posted by **haakon1***

Just 'cause our world is not a perfect world, why can't WoG be? :)

How about:

Too many cooks spoil the broth.

:eek: :heh: :uhoh:

Gary

haakon1

Tuesday, 6th September, 2005, 09:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

Erik Mona is a good fellow, but his view of the perfect RPR and world setting is likely not much similar to mine.

As for Rob, he will need to have his D&D tales completed, and have finished the Castle Zagyg dungeons with me before he casts an eye towards the WoG :uhoh:

I'm looking forward to the stuff you and Rob put together. Robilar is my favorite of the "Rogue's Gallery" characters . . . though I liked the centaur and Erac's Cousin quite a lot too.

I don't always agree with Erik Mona, but he's definitely 5 out of 5 for Greyhawk passion. He's recently published 3 adventures by Wolfgang Baur about Greyhawk's version of Blackmoor that were quite interesting . . . I don't agree with it all (City of the Gods is full of mechanical constructs), but I'm glad to see other people care too.

My City of the Gods, players are never likely to find. . . I'm thinking it's a portal, naturally, to Lake Geneva, real world Wisconsin, circa 1975. How else to explain the rumors of metal buildings that stay warm even in deepest winter, other than a Wisconsin trailer park? :confused: D&D is the best thing ever for silliness, is it not?

Have a flumphy day.

BOZ

Tuesday, 6th September, 2005, 09:40 PM

i'd like to entertain the idea that, perhaps one day, there may exist at WotC the opportunity to have a "classic greyhawk" line. that is, get in the time machine, set the dial back a bit to say right around the time Gary and TSR parted ways, and re-make a classic world into something that headline old WoG fans would really dig. :) this would be spearheaded by EGG, if he so desires, or by whichever old school luminaries fit the bill best if he declines. he would have carte blanche to do with the world what he likes, though with the possible stipulation that nothing intentional be

done to make the "future" events written over the last 20 years impossible (so as to appease those relatively few who like WoG the way it is, and thus not stifle the setting's current timeline). i think that would allow for more possibilities than it sounds like at first.

would, could, should such a thing happen? would gary or anyone agree to work on such a project, or would WotC every consider allowing such a thing?

eh, who knows, it was just a thought. :)

All times are GMT +1. The time now is 04:13 PM.

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Gary Gygax Q&A, Part IX

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Gray Mouser

Tuesday, 6th September, 2005, 10:08 PM

Quote:

Originally Posted by **Col_Pladoh**

It will fit into the Oerth's Flanmaess too, most likely :lol:

*Cheers,
Gary*

Hmm, any suggestions where Yggsburgh might fit best on Oerth, Colonel? ;)

Gray Mouser

Col_Pladoh

Tuesday, 6th September, 2005, 10:20 PM

Quote:

Originally Posted by **Gray Mouser**

Hmm, any suggestions where Yggsburgh might fit best on Oerth, Colonel? ;)

Gray Mouser

You might take a look at the area around the confluence of the Neen and Ery Rivers...

*Cheerio,
Gary*

Steverooo

Tuesday, 6th September, 2005, 10:22 PM

Quote:

Originally Posted by **haakon1**

Just 'cause our world is not a perfect world, why can't WoG be? :)

How about: 'Cause perfect worlds don't need adventurers!?

Gray Mouser

Wednesday, 7th September, 2005, 12:02 AM

Quote:

Originally Posted by **Col_Pladoh**

You might take a look at the area around the confluence of the Neen and Ery Rivers...

*Cheerio,
Gary*

Hmm,, but that would put it right near....

Hey, Colonel, a question for you regarding your recall of Greyhawkian geography! How good is your recall of the details of Oerth (the Flanaess but also of other portions)? I know it's been a long time since you were involved with the official setting but given your length of play in Oerth and the constant questions about it do you find recalling geography easy without recourse to the maps?

Gray Mouser

Jupp

Wednesday, 7th September, 2005, 07:43 AM

Quote:

Originally Posted by **Gray Mouser**

Hmm, any suggestions where Yggsburgh might fit best on Oerth, Colonel? ;)

According to CZ1 Yggsburg lies north-east of Dunfalcon (hint?) along the River Nemo (Selintan River?)

Either that or you could just replace the free city of Greyhawk with the free city of Yggsburg :)

Sanguinemetaldawn

Wednesday, 7th September, 2005, 01:57 PM

weapons vs AC

Greetings Col,

I have some questions about the weapon details on pages 26-27 of 1E Unearthed Arcana.

For the length listing, does that include the hilt/grip? Especially the Two-Handed Sword....its listed at 6'. If that is 6' of blade, that strikes me as monstrously unwieldy.

Also, the table lists the Bardiche at 5' and the Battle Axe at 4'. I always imagined the Bardiche as a Pole Axe, and longer than 5'. Am I just plain wrong? Maybe I should be thinking of something else?

For the Space Required listing...

Is that radius or diameter? Was there a particular way you expected it to be used? Generally we wouldn't bother with this except when crawling through narrow tunnels or the like. How was this used when miniatures were employed?

For the weapon To Hit modifier versus Armor Class...

One thing that has frustrated me is the way the same modifier applied to different armor situations...

For example, a Lucern Hammer receives a +2 against AC 4.

But AC 4 applied to Chain + Shield, Banded, Splint, and Bronze Plate. This seems like a highly varied situation. Was this essentially a simplification?

Also, how did you arrive at these modifiers?

Was it a matter of personal knowledge and research plus some educated guesswork?

Something else? Any references you'd recommend on this?

Finally...

There are a few weapons that unhorse or disarm on the right to hit roll.

For example a Guisarme would dismount a rider if it hits, and the Ranseur would disarm if it hit an AC 8.

1) Was the player required to announce they were attempting a disarm or dismount? Was choice required for the intended effect? (damage or disarm but not both?) Was the result an automatic side effect if the conditions were met?

2) Were these hit results supposed to account for AC versus Armor type?

For example, the Guisarme has a -3 to hit AC 1. Now lets say a third level fighter is attacking a horsed opponent wearing Full Plate (no shield) with a Guisarme and rolls a 19. Normally this hits, but after weapon versus armor type is misses.

Does this mean that the opponent is unhorsed but takes no damage? Or is the attack considered a total miss?

Thanks for dealing with so many questions.

Col_Pladoh

Wednesday, 7th September, 2005, 03:28 PM

Quote:

*Originally Posted by **Gray Mouser***

Hmm,, but that would put it right near....

Hey, Colonel, a question for you regarding your recall of Greyhawkian geography! How good is your recall of the details of Oerth (the Flanaess but also of other portions)? I know it's been a long time since you were involved with the official setting but given your length of play in Oerth and the constant questions about it do you find recalling geography easy without recourse to the maps?

Gray Mouser

Fortunately, I have the maps, although one is beginning to fall apart... :mad:

Cheers,

Gary

Col_Pladoh

Wednesday, 7th September, 2005, 03:30 PM

Quote:

*Originally Posted by **Jupp***

According to CZ1 Yggsburg lies north-east of Dunfalcon (hint?) along the River Nemo (Selintan River?)

Either that or you could just replace the free city of Greyhawk with the free city of Yggsburg :)

Yggsburgh is a town, not meant to be anything like the Free City of Greyhawk. It is smaller and not near any huge lake;)

Cheers,
Gary

Col_Pladoh

Wednesday, 7th September, 2005, 03:50 PM

Quote:

*Originally Posted by **Sanguinemetal**dawn*

Greetings Col,

I have some questions about the weapon details on pages 26-27 of 1E Unearthed Arcana.

As AD&D is now the IP of wizards of the Coast, I do not make any comments on the system. I'll make exceptions where the answer is general and not specific to the rules proper.

Quote:

For the length listing, does that include the hilt/grip? Especially the Two-Handed Sword....its listed at 6'. If that is 6' of blade, that strikes me as monstrously unwieldy.

Also, the table lists the Bardiche at 5' and the Battle Axe at 4'. I always imagined the Bardiche as a Pole Axe, and longer than 5'. Am I just plain wrong? Maybe I should be thinking of something else?

The lengths were entire, not just for the blade, and a two-handed sword was gripped on hilt and lower blade. They were unwieldy for all but very strong men, and even then if the wielder missed likely he was dead.

A bardiche is not a long poke arm, but rather a short one, and the blade of the weapon is typically about two or two and a half feet long or even longer. It is not an axe but rather more of a cleaver-type weapon.

Quote:

For the Space Required listing...

Is that radius or diameter? Was there a particular way you expected it to be used? Generally we wouldn't bother with this except when crawling through narrow tunnels or the like. How was this used when miniatures were employed?

It was ignored. The AD&D game was not designed to be a combat simulation, and the information should likely have been omitted.

Quote:

For the weapon To Hit modifier versus Armor Class...

One thing that has frustrated me is the way the same modifier applied to different armor situations...

For example, a Lucern Hammer receives a +2 against AC 4.

But AC 4 applied to Chain + Shield, Banded, Splint, and Bronze Plate. This seems like a highly varied situation. Was this essentially a simplification?

See above :\

Quote:

Also, how did you arrive at these modifiers?

Was it a matter of personal knowledge and research plus some educated guesswork?

Something else? Any references you'd recommend on this?

My roots are in military history and military miniatures gaming. I read a lot of books about arms and armor, and then used educated guesswork based on a few solid historical references regarding the efficiency of weapons versus armor and vice versa.

In all, I included the details because of insistence of some avid players that were in touch with me, regretted listening to them, for the RPG is not suited to combat simulation.

Quote:

Finally...

There are a few weapons that unhorse or disarm on the right to hit roll.

For example a Guisarme would dismount a rider if it hits, and the Ranseur would disarm if it hit an AC 8.

1) Was the player required to announce they were attempting a disarm or dismount? Was choice required for the intended effect? (damage or dismount but not both?) Was the result an automatic side effect if the conditions were met?

The latter. that is the advantage of the pole-arm

Quote:

2) Were these hit results supposed to account for AC versus Armor type?

For example, the Guisarme has a -3 to hit AC 1. Now lets say a third level fighter is attacking a horsed opponent wearing Full Plate (no shield) with a Guisarme and rolls a 19. Normally this hits, but after weapon versus armor type is misses.

Does this mean that the opponent is unhorsed but takes no damage? Or is the attack considered a total miss?

As I noted above, we never used the weapons vs. armor type adjustments.

Quote:

Thanks for dealing with so many questions.

Welcone...for such as my answers are :uhoh:

Cheers,
Gary

Zudrak

Wednesday, 7th September, 2005, 06:33 PM

Quote:

*Originally Posted by **BOZ***

i'd like to entertain the idea that, perhaps one day, there may exist at WotC the opportunity to have a "classic greyhawk" line. that is, get in the time machine, set the dial back a bit to say right around the time Gary and TSR parted ways, and re-make a classic world into something that hardline old WoG fans would really dig. :) this would be spearheaded by EGG, if he so desires, or by whichever old school luminaries fit the bill best if he declines. he would have carte blanche to do with the world what he likes, though with the possible stipulation that nothing intentional be done to make the "future" events written over the last 20 years impossible (so as to appease those relatively few who like WoG the way it is, and thus not stifle the setting's current timeline). i think that would allow for more possibilities than it sounds like at first.

would, could, should such a thing happen? would gary or anyone agree to work on such a project, or would WotC every consider allowing such a thing?

eh, who knows, it was just a thought. :)

Like Coke Classic and C2, we'd have Greyhawk Classic and Greyhawk2?

As much as I would like to see Greyhawk reunited with EGG, why would EGG want to pay for an IP that was originally his to begin with? It's awfully close to IP kidnapping. That of course is just my opinion. YMMV. :)

As soon as CZ: Yggsburgh arrives at my FLGS, I will continue to stick with my 1985 GH material and add in CZ there, per Gary's suggestions on location. I'll continue augmenting the Dungeon magazine GH material as I have since restarting my campaign in 2000. I simply change it to 576 CY and throw away the bits and pieces that don't fit.

Col_Pladoh

Wednesday, 7th September, 2005, 06:46 PM

Quote:

*Originally Posted by **Zudrak***

Like Coke Classic and C2, we'd have Greyhawk Classic and Greyhawk2?

One of the greatest marketing blunders in history made good before it was too late...

The consumer audiences in question are somewhat disproportionate, of course :lol:

Quote:

As much as I would like to see Greyhawk reunited with EGG, why would EGG want to pay for an IP that was originally his to begin with? It's awfully close to IP kidnapping. That of course is just my opinion. YMMV. :)

As soon as CZ: Yggsburgh arrives at my FLGS, I will continue to stick with my 1985 GH material and add in CZ there, per Gary's suggestions on location. I'll continue augmenting the Dungeon magazine GH material as I have since restarting my campaign in 2000. I simply change it to 576 CY and throw away the bits and pieces that don't fit.

The outlay and effort for the return are likely the major factors. Of course, I'd also hate to distress a lot of Hawkers too.

Cheers,
Gary

Zudrak

Wednesday, 7th September, 2005, 06:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

The outlay and effort for the return are likely the major factors. Of course, I'd also hate to distress a lot of Hawkers too.

Good to know. :heh:

How's the health? Has the doctor prescribed the "fun" meds yet that play with your tastebuds? :\ I recall you saying something to that extent on an email or post a little while back.

Quote:

*Originally Posted by **Zudrak***

Good to know. :heh:

How's the health? Has the doctor prescribed the "fun" meds yet that play with your tastebuds? :)\ I recall you saying something to that extent on an email or post a little while back.

Bah!

The medication isn't yet available, but all too soon, likely late this month or early next. I have a slow, efficient metabolism, so likely it will reduce my food intake desire to that of a proverbial jaybird, make all food rather tasteless in the process, even as it will remove all pleasure from having a cigar :]

:lol:
Gary

Zudrak

Wednesday, 7th September, 2005, 08:10 PM

I imagine then, Gary, that you will mostly be eating bread and drinking water since there's no sense in eating filets or drinking wine. I hope the side effects are mild while the meds do what they are supposed to do.

Now that summer is giving way to autumn, do you find that there is more or less time to write and create? Or do the Bears and Packers steal a little bit of your time?

I'd like to say I'm an Eagles fan, but I just can't get into football like I do hockey. (Go Flyers!) :D

<http://www.freeyabb.com/phpbb/banner...ingonthefl.gif>

BOZ

Wednesday, 7th September, 2005, 08:25 PM

Quote:

*Originally Posted by **Zudrak***

As much as I would like to see Greyhawk reunited with EGG, why would EGG want to pay for an IP that was originally his to begin with? It's awfully close to IP kidnapping. That of course is just my opinion. YMMV. :)

did i say anything about having to pay for it? they would be paying him to write it. :)

which, of course, makes the whole deal that much more unlikely. :p

Zudrak

Wednesday, 7th September, 2005, 09:33 PM

Quote:

*Originally Posted by **BOZ***

did i say anything about having to pay for it? they would be paying him to write it. :)

which, of course, makes the whole deal that much more unlikely. :p

No, you didn't say that, but there was no implication either way. :)

If Gary writes material for WotC, he wouldn't really have full artistic license, as his work would be edited, scrutinized, and shaped by WotC before being published. After reading Sean K. Reynolds' articles regarding WotC, I have no faith in them to make the RPG hobby better. If/when Hasbro finally cuts RPG's loose in 5 - 10 years and the RPG audience is further fractured by still more settings and editions, perhaps the hobby can undergo a healing process or renaissance in the hands of the "little guys" once again (Troll Lord, Goodman, Necromancer, Mongoose, etc.). Of course, I think C&C (D&D/AD&D in spirit, if not name) and LA are the games that will lead the renaissance (in which, case it is actually already underway). But that's just me. :)

puts \$.02 in offering plate

Does anyone else think conjecture is a waste of time? :uhoh:

haakon1

Wednesday, 7th September, 2005, 09:57 PM

Quote:

*Originally Posted by **BOZ***

i'd like to entertain the idea that, perhaps one day, there may exist at WotC the opportunity to have a "classic greyhawk" line.

On balance, after due consideration to the pros and cons, I would support such an idea. (Woo-hoo!)

Quote:

Originally Posted by **Stef erooo**

How about: 'Cause perfect worlds don't need adventurers!?

True, but I like to have a Shire that's fairly decent to defend and recharge in.

Quote:

Originally Posted by **Zudrak**

Like Coke Classic and C2, we'd have Greyhawk Classic and Greyhawk2?

As much as I would like to see Greyhawk reunited with EGG, why would EGG want to pay for an IP that was originally his to begin with? It's awfully close to IP kidnapping. That of course is just my opinion. YMMV. ;)

As soon as CZ: Yggsburgh arrives at my FLGS, I will continue to stick with my 1985 GH material and add in CZ there, per Gary's suggestions on location. I'll continue augmenting the Dungeon magazine GH material as I have since restarting my campaign in 2000. I simply change it to 576 CY and throw away the bits and pieces that don't fit.

Me too, but Erik Mona's Living Greyhawk is a big part of my home game too. I just edit the **** out of it to pare it down to something more like the original version, only more long-winded. So, very limited "From the Ashes" influence, but a little more text on what's going on in Blackmoor is fine.

Quote:

Originally Posted by **Zudrak**

I imagine then, Gary, that you will mostly be eating bread and drinking water since there's no sense in eating filets or drinking wine. I hope the side effects are mild while the meds do what they are supposed to do.

Now that summer is giving way to autumn, do you find that there is more or less time to write and create? Or do the Bears and Packers steal a little bit of your time?

I'd like to say I'm an Eagles fan, but I just can't get into football like I do hockey. (Go Flyers!) :D

<http://www.freeyabb.com/phpbb/banner...ingontheffl.gif>

As I have little energy to remain doingf concentrated work for a period of more than an hour or so, I make the most of the situation by reading. As the weather cools and darkens here, I'll read less and indeed watch the tube--both Bears and Packers.

Those pursuits don't keep me from working, lack of capacity to sustain suych activity does.

Cheers,
Hary

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Zudrak

Thursday, 8th September, 2005, 08:48 PM

Quote:

*Originally Posted by Col_Pladoh**Those pursuits don't keep me from working, lack of capacity to sustain such activity does.*

I pray that you get some of your reserve of energy back then. Not necessarily to just work on things, but so you can do more each day. (Sometimes the printed word fails to say what I want to say. Blasted poor vocab skills!) Have the physicians given any indication that your endurance or concentration will return?

At any rate, I hope my point was conveyed clearly :confused: .

Col_Pladoh

Thursday, 8th September, 2005, 09:02 PM

Quote:

*Originally Posted by Zudrak**I pray that you get some of your reserve of energy back then. Not necessarily to just work on things, but so you can do more each day. (Sometimes the printed word fails to say what I want to say. Blasted poor vocab skills!) Have the physicians given any indication that your endurance or concentration will return?**At any rate, I hope my point was conveyed clearly :confused: .*

Thanks :)

I feel quite well, but I tire out all too soon, so that I need to stop creative work and kick back. There is no advice from my doctor as to the matter, but I am advised that the medications I take are the principal cause of this flagging energy. So I am bust an hour, then go off and read or do something that is not taxing for an hour, etc. I also need to sleep about nine hours or even 10, each night. That combines to make it nigh impossible for me to undertake a serious creative project.

On the positive side, I have days when I can manage to work several hours without needing a break. If I can combine those into a regimine, then I can get some work done.

Of course, I confess to rather enjoying a lot of relaxing reading time...and spending a good bit of effort communicating by email and on board posts such as this :lol:

Cheers,
Gary

Henry

Thursday, 8th September, 2005, 09:29 PM

Quote:

*Originally Posted by Col_Pladoh**Of course, I confess to rather enjoying a lot of relaxing reading time...and spending a good bit of effort communicating by email and on board posts such as this :lol:*

Gary, as much as I'd like to see a certain Castle finished by your pen ;) I also have to say that life's too short to waste it on grinding yourself down. I hope you're enjoying it with good family time, good friends, and good fun. I also hope one day soon to get my time and money straight to come up and visit.

Col_Pladoh

Thursday, 8th September, 2005, 09:46 PM

Quote:

*Originally Posted by Henry**Gary, as much as I'd like to see a certain Castle finished by your pen ;) I also have to say that life's too short to waste it on grinding yourself down. I hope you're enjoying it with good family time, good friends, and good fun. I also hope one day soon to get my time and money straight to come up and visit.*

Heh,

And how well I agree :heh:

so I am making notes of all the "must" encounters in the castle levels and dungeons so that if I can't be involved in the creating of them on the intense basis I'd prefer all of the interesting things will be in them nonetheless :cool:

Cheerio,
Gary

Henry

Thursday, 8th September, 2005, 09:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

...so I am making notes of all the "must" encounters in the castle levels and dungeons so that if I can't be involved in the creating of them on the intense basis I'd prefer all of the interesting things will be in them nonetheless :cool:

As much as I'm thankful of that, I just now envisioned seeing a finished castle Zagyg in X years, with you as a posthumous credit, and it's creeping me out. :uhoh:

Cheers, and good health!

haakon1

Thursday, 8th September, 2005, 10:18 PM

Quote:

*Originally Posted by **Henry***

As much as I'm thankful of that, I just now envisioned seeing a finished castle Zagyg in X years, with you as a posthumous credit, and it's creeping me out. :uhoh:

Cheers, and good health!

Nod, it's creeping me out too, but in a cold chill of respect way of "Wow, Gary really really cares about his work and his fans. What a trooper."

Be well, Gary.

Flexor the Mighty!

Friday, 9th September, 2005, 01:19 AM

Quote:

*Originally Posted by **Henry***

As much as I'm thankful of that, I just now envisioned seeing a finished castle Zagyg in X years, with you as a posthumous credit, and it's creeping me out. :uhoh:

Don't speak of such things!!!! :heh:

Steverooo

Friday, 9th September, 2005, 07:47 AM

Quote:

*Originally Posted by **Col_Pladoh***

The latter. that is the advantage of the pole-arm

::Sigh!:: I LOVED my 1e Spetums!

"C'mere & let me clean out yer ears! I have just the Bohemian Ear Spoon fer ye!" (Also gets everything between the ears, too!) :p

THEN, mean ol' Gary added the Ranger weapon requirements in [Unearthed Arcana](#), and I hadda wait levels and levels to gain proficiency (GM wouldn't let me do that, without it)!

Just wanted you to know, you bolluxed me up, Gar! (I'm sure that makes yer day!) :p

Zudrak

Friday, 9th September, 2005, 06:16 PM

Quote:

*Originally Posted by **Henry***

Gary, as much as I'd like to see a certain Castle finished by your pen ;) I also have to say that life's too short to waste it on grinding yourself down. I hope you're enjoying it with good family time, good friends, and good fun...

Now Henry worded what I was trying to say perfectly. My brain decided to major in math, not vocabulary... :\ +5 points to Henry

Quote:

Originally Posted by **Henry**

I just now envisioned seeing a finished castle Zagyg in X years, with you as a posthumous credit, and it's creeping me out.

Points revoked. ;)

Col_Pladoh

Friday, 9th September, 2005, 10:09 PM

Quote:

Originally Posted by **Henry**

As much as I'm thankful of that, I just now envisioned seeing a finished castle Zagyg in X years, with you as a posthumous credit, and it's creeping me out. :uhoh:

Cheers, and good health!

Just imagine me there in spirit in such case. Sadly, none of us are here forever, eh? :\

Cheerio,
Gary

Col_Pladoh

Friday, 9th September, 2005, 10:11 PM

Quote:

Originally Posted by **haakon1**

Nod, it's creeping me out too, but in a cold chill of respect way of "Wow, Gary really really cares about his work and his fans. What a trooper."

Be well, Gary.

Heh...

Of course I feel a lot of camaraderie for my fellows especially those that are gamers :D

That's why I post a lot on boards, and invite people to place to am or party before the local onvention here in Lake Geneva :cool:

Cheers,
Gary

Col_Pladoh

Friday, 9th September, 2005, 10:15 PM

Quote:

Originally Posted by **Steverooo**

::Sigh!: I LOVED my 1e Spetums!

"C'mere & let me clean out yer ears! I have just the Bohemian Ear spoon fer ye!" (Also gets everything between the ears, too!) :p

THEN, mean ol' Gary added the Ranger weapon requirements in Unearthed Arcana, and I hadda wait levels and levels to gain proficiency (GM wouldn't let me do that, without it)!

Just wanted you to know, you bolluxed me up, Gar! (U'm sure that makes yer day!) :p

Indeed...

I do like to crimp effort to take advantage of a system. One chap here was planning to create a "Barbarian Prince" Avatar with Chivalry Ability as his second one. I explained that barbarism and chivalry were quite opposites, and at best he could have it as a 5th, default at 10%--the founding prance raised by barbarians. He was not pleased...

:lol:
Gary

Col_Pladoh

Friday, 9th September, 2005, 10:30 PM

A Chatty FYI:

Son Ernie held a game afternoon at his place Wednesday, and Dennis Harsh and Tom Wham joined in. Dennis won the *Gangsters* game, then went on to edge the three of us out in a game of *Puerto Rico*--a most interesting design that. It is hoped that Ernie will host similar gatherings as regularly as possible :D

We gamed last night, with a couple of newbies to the LA system sitting, Tony from Washington DC, and Joe from Washington State. They came to join the regulars in turning tail and running away from an Ogre with three warhounds--Ogres are about the baddest of monsters in the LA game, so it was a wise move. I do believe a good time was had by all.

Fridays my wife (Gail) and I go out for lunch. Today was no exception, and we had a good time driving around a bit afterwards on a gorgeous September afternoon in southeastern Wisconsin. We agreed during that excursion to take son Alex and grandson Mike Gygas (now age 16) with us for a visit to New Glarus when Mike arrives early in October. Great beer brewed in New Glarus, a good restaurant for Swiss fare, and a local meat market that vends excellent sausage and cheese.

Now I need to get back to partitioning up the areas of the Town of Yggsburgh for treatment in detailed supplemental modules if the Trolls like the idea of a building-by-building, many NPCs and adventures/adventure hooks treatment of the community via such sector/quarter works.

Cheers,
Gary

Frank Mentzer

Monday, 12th September, 2005, 03:22 AM

Quote:

*Originally Posted by **Col_Pladoh***

...not just a few cryptic notes...

From the isle of Cyprus, no doubt. (Sorry, lo blow, I know, your Type O.)

And later thou writ: "I'll read less and indeed watch the tube--both Bears and Packers."

I may switch to Bears, the way the Pack's going. When both of their Guards left, all the unruly prisoners started rioting.

Hm, now why did I drop by... OH yeah:
Why name the Castle 'Zagyg'? Why not 'Nitid Asturina' (q.v.)?

F

mythusmage

Monday, 12th September, 2005, 05:56 AM

Quote:

*Originally Posted by **Frank Mentzer***

From the isle of Cyprus, no doubt. (Sorry, lo blow, I know, your Type O.)

And later thou writ: "I'll read less and indeed watch the tube--both Bears and Packers."

I may switch to Bears, the way the Pack's going. When both of their Guards left, all the unruly prisoners started rioting.

*Hm, now why did I drop by... OH yeah:
Why name the Castle 'Zagyg'? Why not 'Nitid Asturina' (q.v.)?*

F

Cypriot Utterances: From the uttermost hoariness of your jest I'd have to account you akkad. Potted at that. (Really obscure reference. :))

On Football: TV's on the blink, so I didn't catch the local game. I'm hoping the Chargers gave up on the tradition of disappointing their fans on opening week.

BTW, Frank, think you'll be doing any districts for Yggsburgh?

Update: Was it Gary's half-baked ideas that led to your choice of vocation?

Col_Pladoh

Monday, 12th September, 2005, 03:40 PM

Quote:

*Originally Posted by **Frank Mentzer***

From the isle of Cyprus, no doubt. (Sorry, lo blow, I know, your Type O.)

And later thou writ: "I'll read less and indeed watch the tube--both Bears and Packers."

I may switch to Bears, the way the Pack's going. When both of their Guards left, all the unruly prisoners started rioting.

*Hm, now why did I drop by... OH yeah:
Why name the Castle 'Zagyg'? Why not 'Nitid Asturina' (q.v.)?*

F

Groan!

A former editor of mine would have to be here :mad:

So I don't check my spelling, so what?! :]

Why "Castle Zagyg"? Better than "Castle Fronkenstein" of some such, eh?

:lol:
Gary

Col_Pladoh

Monday, 12th September, 2005, 03:45 PM

[QUOTE=mythusmage]Cypric Utterances: From the uttermost hoariness of your jest I'd have to account you akkad. Potted at that. (Really obscure reference. :)) [QUOTE
I might sumer-up your ancient allusions as wretched.

Quote:

On Football: TV's on the blink, so I didn't catch the local game. I'm hoping the Chargers gave up on the traditon of disappointing their fans on opening week.

and speaking of wretched, the Bears and Packers both fit that description yesterday.

Quote:

BTW, Frank, think you'll be doing any districts for Yggsburgh?

He has not signed up, and we are nearing a full creative roster for the project...

Quote:

Update: Was it Gary's half-baked ideas that led to your choice of vocation?

I put my dough on not geting a rise out of Frank with that sort of bun...err, I mkean pun.

Cheers,
Gary

mythusmage

Monday, 12th September, 2005, 08:55 PM

Quote:

*Originally Posted by **Col_Pladoh**
I put my dough on not geting a rise out of Frank with that sort of bun...err, I mean pun.*

As may be. But what if they had been half-assed?

francisca

Monday, 12th September, 2005, 09:06 PM

Quote:

*Originally Posted by **mythusmage**
As may be. But what if they had been half-assed?*

Cheeky Kitty.

Col_Pladoh

Monday, 12th September, 2005, 09:08 PM

Quote:

*Originally Posted by **mythusmage**
As may be. But what if they had been half-assed?*

:\ :confused: :\

Two former editors is more than a body can bear :eek:

Questions of divided donkeys are beyond me...

:lol:
Gary

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Monday, 12th September, 2005, 09:10 PM

Quote:

*Originally Posted by **francisca***

Cheeky Kitty.

Now that will fundamentally pain him :uhoh:

Gary

francisca

Monday, 12th September, 2005, 09:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

Questions of divided donkeys are beyond me...

:lol:

Gary

A Horse divided cannot stand, doubly so for asses.

Dannyalcatraz

Tuesday, 13th September, 2005, 07:04 PM

Divide Equus Emperum!

Divided Horses Rule!

Col_Pladoh

Tuesday, 13th September, 2005, 07:09 PM

Quote:

*Originally Posted by **francisca***

A Horse divided cannot stand, doubly so for asses.

Perhaps a minor bifrucation... :uhoh:

Gary

Col_Pladoh

Tuesday, 13th September, 2005, 07:10 PM

Quote:

*Originally Posted by **Dannyalcatraz***

Divide Equus Emperum!

Divided Horses Rule!

But can one change them in mid-stream?

:eek:

Gary

mythusmage

Tuesday, 13th September, 2005, 07:13 PM

Quote:

*Originally Posted by **Col_Pladoh***

:| :confused: :|

Two former editors is more than a body can bear :eek:

Questions of divided donkeys are beyond me...

:lol:
Gary

The only thing that keeps me from saying that Gary has entered his second childhood is the fact he never left his first.

francisca

Tuesday, 13th September, 2005, 07:17 PM

Quote:

*Originally Posted by **mythusmage***

The only thing that keeps me from saying that Gary has entered his second childhood is the fact he never left his first.

We *really* need a :rimshot" emoticon here.

Col_Pladoh

Tuesday, 13th September, 2005, 07:17 PM

Quote:

*Originally Posted by **mythusmage***

The only thing that keeps me from saying that Gary has entered his second childhood is the fact he never left his first.

Indeed! And all gamers are undoubtedly pleased that that was and is the case :p

Cheers,
Gary

Col_Pladoh

Tuesday, 13th September, 2005, 07:23 PM

Quote:

*Originally Posted by **francisca***

*We *really* need a :rimshot" emoticon here.*

Pish & Tosh!

Gary

StupidSmurf

Tuesday, 13th September, 2005, 07:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

But can one change them in mid-stream?

:eek:
Gary

Well, as they say, you can lead a horse to water, but if you can get it to float on its back, then you're REALLY onto something!

Col_Pladoh

Tuesday, 13th September, 2005, 07:31 PM

Quote:

*Originally Posted by **StupidSmurf***

Well, as they say, you can lead a horse to water, but if you can get it to float on its back, then you're REALLY onto something!

My seahorse does that a lot :lol:

Cheerio,
Gary

StupidSmurf

Tuesday, 13th September, 2005, 07:31 PM

Quote:

Originally Posted by **Col_Pladoh**

Indeed! And all gamers are undoubtedly pleased that that was and is the case :p

Cheers,
Gary

My favorite T-shirt: "I may grow old, but I'll never grow up".
I'd still be wearing it to cons, but my teenage son stole it. So instead I wear my Origins 78 T-shirt and watch other gamers go "What the heck is THAT!?!?" :lol:

Col_Pladoh

Tuesday, 13th September, 2005, 07:40 PM

Quote:

Originally Posted by **StupidSmurf**

*My favorite T-shirt: "I may grow old, but I'll never grow up".
I'd still be wearing it to cons, but my teenage son stole it. So instead I wear my Origins 78 T-shirt and watch other gamers go "What the heck is THAT!?!?" :lol:*

Good show!

Sadly I am not able to fit into my D&D "Come visit my dungeon" T-shirt these days, but I have it hidden away from son Alex...who has purloined my Jane's Bar T-shirt over my loud protests :\

Cheers,
Gary

StupidSmurf

Tuesday, 13th September, 2005, 07:44 PM

Quote:

Originally Posted by **Col_Pladoh**

Good show!

Sadly I am not able to fit into my D&D "Come visit my dungeon" T-shirt these days, but I have it hidden away from son Alex...who has purloined my Jane's Bar T-shirt over my loud protests :

Cheers,
Gary

Yes, Origins 78 (I had wondered why they didn't just call it Origins IV) was a riot, although it was during the days when I was a heavy-duty wargamer, setting up my tent on Avalon Hill, and listening to the grizzled veteran wargamers complain about "Those rezzin-frezzin roleplaying gamers, messing up the convention!"

As opposed to years later, where the grizzled veteran roleplaying gamers complained about "Those rezzin-frezzin card game players, messing up the convention!"

Et cetera, et cetera ;)

Clangador

Tuesday, 13th September, 2005, 07:50 PM

Quote:

Originally Posted by **Col_Pladoh**

My seahorse does that a lot :lol:

Cheerio,
Gary

But can you ride it?

Col_Pladoh

Tuesday, 13th September, 2005, 07:51 PM

Quote:

Originally Posted by **StupidSmurf**

Yes, Origins 78 (I had wondered why they didn't just call it Origins IV) was a riot, although it was during the days when I was a heavy-duty wargamer, setting up my tent on Avalon Hill, and listening to the grizzled veteran wargamers complain about "Those rezzin-frezzin roleplaying gamers, messing up the convention!"

As opposed to years later, where the grizzled veteran roleplaying gamers complained about "Those rezzin-frezzin card game players, messing up the convention!"

Et cetera, et cetera ;)

Heh!

As I recall I made Origins I through III, but then attended no further of them.

As an avid board wargamer and military miniatures buff too, I could never understand the provincialism of others complaining about one form of play or another.

I recall an RPGer looking at me in shock when I was discovered in the basement of a MDG con site playing Napoleonic miniatures rather than D&D :eek: One of the former LGTSA members quit and wouldn't speak to me because of the Chainmail Fantasy Supplement games I used to run, and the early rap on GenCon was that it was all miniatures with little board wargaming.

Cheerio,
Gary

Col_Pladoh

Tuesday, 13th September, 2005, 07:54 PM

Quote:

*Originally Posted by **Clangador***

But can you ride it?

Yes indeed, but no matter how I nag it doesn't have the horse-sense to obey. Nonetheless I never let up on it.

:p
Gary

francisca

Tuesday, 13th September, 2005, 08:04 PM

Quote:

*Originally Posted by **Col_Pladoh***

Yes indeed, but no matter how I nag it doesn't have the horse-sense to obey. Nonetheless I never let up on it.

:p
Gary

I would give a slap on the haunches, and send it on it's mare-ey way then. Sorry to saddle you with such low-grade punishment.

gideon_thorne

Tuesday, 13th September, 2005, 08:07 PM

Ode to these quality horse puns few, methinks they are fit for glue... :p

StupidSmurf

Tuesday, 13th September, 2005, 08:07 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh!

As I recall I made Origins I through III, but then attended no further of them.

As an avid board wargamer and military miniatures buff too, I could never understand the provincialism of others complaining about one form of play or another.

I recall an RPGer looking at me in shock when I was discovered in the basement of a MDG con site playing Napoleonic miniatures rather than D&D :eek: One of the former LGTSA members quit and wouldn't speak to me because of the Chainmail Fantasy Supplement games I used to run, and the early rap on GenCon was that it was all miniatures with little board wargaming.

*Cheerio,
Gary*

My first con ever was Origins II. After that, I could tell people "Why yes, I went to Johns Hopkins University, thank you very much!" ;) I went to Origins II through IV, took a long break, then ended my drought by going to Gen Con 18.

Incidentally, that very fall after Origins 78, I was introduced to D&D.

I could never understand the provincialism either. What I find particularly amusing in a disturbing sort of way is how people in a hobby that can be so misunderstood by 'outsiders' can just as easily attack other people who participate in a related hobby. It's like the folks who left Europe for America, looking for religious freedom, and then turning around and persecuting those in their midst who wanted to worship differently. The more things change, the more they remain the same, eh?

PS: Hope I didn't violate any TOS by bringing up religion :\ Not sure what the boundaries are. Still kinda new here.

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Col_Pladoh

Tuesday, 13th September, 2005, 08:10 PM

Quote:

Originally Posted by **francisca***I would give a slap on the haunches, and send it on it's mare-ey way then. Sorry to saddle you with such low-grade punishment.*

I bridal at such tacky horse puns, for shoe! So I'll nail down a few obvious ones to prevent a bit more of such ne-ferrious stuff. Maybe this will call a halter to equine puns, although likely it will start a race in which the loser will be sulkey. This isn't the place to show coltish humor.

Cheers,
Gary

StupidSmurf

Tuesday, 13th September, 2005, 08:12 PM

Quote:

Originally Posted by **francisca***I would give a slap on the haunches, and send it on it's mare-ey way then. Sorry to saddle you with such low-grade punishment.*

You won't make a foal out of ME with your un-bridled jokes! My mane goal is to keep myself stable during these exchanges.

gideon_thorne

Tuesday, 13th September, 2005, 08:12 PM

And yet he trots out more. Perhaps we need to determine who can go the distance with a gallup poll? :p

Quote:

Originally Posted by **Col_Pladoh***I bridal at such tacky horse puns, for shoe! So I'll nail down a few obvious ones to prevent a bit more of such ne-ferrious stuff. Maybe this will call a halter to equine puns, although likely it will start a race in which the loser will be sulkey. This isn't the place to show coltish humor.*

Cheers,
Gary

StupidSmurf

Tuesday, 13th September, 2005, 08:16 PM

Quote:

Originally Posted by **gideon_thorne***And yet he trots out more. Perhaps we need to determine who can go the distance with a gallup poll? :p*

I'm just champing at the bit to see who would win. Maybe I'll fix myself some Arabian coffee, lace it with some Captain Morgan spiced rum, sit back, and watch the photo finish. Who will pony up the next joke?

francisca

Tuesday, 13th September, 2005, 08:17 PM

Quote:

Originally Posted by **gideon_thorne***And yet he trots out more. Perhaps we need to determine who can go the distance with a gallup poll? :p*

Neigh. This bit has worn me out. I'm done horsing around.

francisca

Tuesday, 13th September, 2005, 08:18 PM

Quote:

Originally Posted by **gideon_thorne**

And yet he trots out more. Perhaps we need to determine who can go the distance with a gallup poll? :p

BTW, got my C&C books along w/ Yggsburgh this past weekend. Your work is top-notch, Peter.

Col_Pladoh

Tuesday, 13th September, 2005, 08:29 PM

Quote:

Originally Posted by **StupidSmurf**

You won't make a foal out of ME with your un-bridled jokes! My mane goal is to keep myself stable during these exchanges.

I am the pun stud, and I'll make asses out of those who think to make hay in this pasture. It's a cinch!

Gary

Col_Pladoh

Tuesday, 13th September, 2005, 08:31 PM

Quote:

Originally Posted by **gideon_thorne**

And yet he trots out more. Perhaps we need to determine who can go the distance with a gallup poll? :p

I'll swing on that gait...canter stop me, as I am too fur-along.

Gary

francisca

Tuesday, 13th September, 2005, 08:32 PM

Quote:

Originally Posted by **Col_Pladoh**

I am the pun stud, and I'll make asses out of those who think to make hay in this pasture. It's a cinch!

Gary

Yup. I'm lucky to show in this race. Nothing to get my jockey shorts up in a bundle, however.

gideon_thorne

Tuesday, 13th September, 2005, 08:33 PM

Quote:

Originally Posted by **francisca**

BTW, got my C&C books along w/ Yggsburgh this past weekend. Your work is top-notch, Peter.

Glad you are enjoying the work. :) Best reward an artist can ask for is appreciation for their talents. :)

Col_Pladoh

Tuesday, 13th September, 2005, 08:34 PM

Re-using puns gets points off, don't cha know. BTW, this will be my last post in the race for horsey funnies...

Gary

francisca

Tuesday, 13th September, 2005, 08:41 PM

Quote:

Originally Posted by **Col_Pladoh**

Re-using puns gets points off, don't cha know. BTW, this will be my last post in the race for horsey funnies...

Gary

Time to reign it in, before the puns get too lame, no?

Col_Pladoh

Tuesday, 13th September, 2005, 08:48 PM

Quote:

Originally Posted by **francisca**

Time to reign it in, ...

Not in MY court! That would be precipitious :eek:

Gary

StupidSmurf

Tuesday, 13th September, 2005, 08:49 PM

....meanwhile, somewhere out there, the toxic fallout from all of these puns is choking some poor, innocent, unsuspecting E-bay user. :]

Yeah, I'm ready to call this pun-war quits. But let it be known for the record that one of my lesser-known nicknames is Attila the Pun. Should the call sound again, I shall take pun in hand and prepare to do battle. :]

francisca

Tuesday, 13th September, 2005, 08:54 PM

Yup. Time to put it down.

Col_Pladoh

Tuesday, 13th September, 2005, 08:56 PM

Quote:

Originally Posted by **StupidSmurf**

....meanwhile, somewhere out there, the toxic fallout from all of these puns is choking some poor, innocent, unsuspecting E-bay user. :]

Yeah, I'm ready to call this pun-war quits. But let it be known for the record that one of my lesser-known nicknames is Attila the Pun. Should the call sound again, I shall take pun in hand and prepare to do battle. :]

Well, you won't have to go to the Punjab to find an opponent ready to deal out punishment to a whole pack of cards that assume they are jokers in punnery, but who in actuality are easily trumped to simply lost in the shuffle, for most are not playing with a full deck.

Ducedly clever word play is amusing :D

Gary

StupidSmurf

Tuesday, 13th September, 2005, 09:00 PM

Quote:

Originally Posted by **Col_Pladoh**

Well, you won't have to go to the Punjab to find an opponent ready to deal out punishment to a whole pack of cards that assume they are jokers in punnery, but who in actuality are easily trumped to simply lost in the shuffle, for most are not playing with a full deck.

Ducedly clever word play is amusing :D

Gary

Your punning suits you, Gary. You don't have to hit me over the head with a club to see that you got your heart in this venture. I'll make sure to respond in spades. :) But have a care, for I am no mere diamond in the rough myself!

francisca

Tuesday, 13th September, 2005, 09:00 PM

Quote:

Originally Posted by **Col_Pladoh**

Well, you won't have to go to the Punjab to find an opponent ready to deal out punishment to a whole pack of cards that assume they are jokers in punnery, but who in actuality are easily trumped to simply lost in the shuffle, for most are not playing with a full deck.

Ducedly clever word play is amusing :D

Gary

And it suits you well, Ace! Hope you don't take this to Hearts and rap my Pinochles.

I'm flush out of others. I'll bid my time and melt away.....tricky that.

Zudrak

Tuesday, 13th September, 2005, 09:07 PM

Quote:

Originally Posted by **francisca**

Yup. Time to put it down.

Oh, man. I was just about to put in a Spectacular Bid. Oh well. I'll just head down to Thunder Gulch. All's Swale that ends Swale.

Zudrak

Tuesday, 13th September, 2005, 09:10 PM

With the change in pun topics, I'd say you were all Jacks of many trades.

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Gary Gygax Q&A, Part IX

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gideon_thorne

Tuesday, 13th September, 2005, 09:17 PM

Quote:

Originally Posted by **Zudrak**

With the change in pun topics, I'd say you were all Jacks of many trades.

I dont see how this hand will be any less flush than the last one? :p

francisca

Tuesday, 13th September, 2005, 09:30 PM

Quote:

Originally Posted by **gideon_thorne**

I dont see how this hand will be any less flush than the last one? :p

Straight up? You're not Joking? That's wild. I don't know how we will deal with it. In terms of pun material, I'd say it's a draw between cards and studs.

SuStel

Tuesday, 13th September, 2005, 09:30 PM

Quote:

Originally Posted by **Dannyalcatraz**

Divide Equus Emperum!

Divided Horses Rule!

Yeesh! Talk about split move and fire! :)

Col_Pladoh

Tuesday, 13th September, 2005, 09:35 PM

Quote:

Originally Posted by **Zudrak**

With the change in pun topics, I'd say you were all Jacks of many trades.

As master of this thread I say we should give a break to those who have suffered us to weave such terrible puns out of whole cloth. Frankly, I soon have to leave the computer to get ready for a social obligation :lol:

Gary

francisca

Tuesday, 13th September, 2005, 09:37 PM

Quote:

Originally Posted by **Col_Pladoh**

As master of this thread I say we should give a break to those who have suffered us to weave such terrible puns out of whole cloth. Frankly, I soon have to leave the computer to get ready for a social obligation :lol:

Gary

OK, I fold. :)

StupidSmurf

Tuesday, 13th September, 2005, 09:37 PM

Quote:

Originally Posted by **francisca**

Straight up? You're not Joking? That's wild. I don't know how we will deal with it. In terms of pun material, I'd say it's a draw between cards and studs.

Well, personally speaking, I'm no Rummy....I avoid Gin. That keeps my head clear for all of these lovely puns. And we certainly have a Full House of punsters here, I'd say.

StupidSmurf

Tuesday, 13th September, 2005, 09:39 PM

Quote:

*Originally Posted by **francisca***

OK, I fold. :)

Yep....I'm backing away from the table too! :)

Zudrak

Tuesday, 13th September, 2005, 09:39 PM

Quote:

*Originally Posted by **Col_Pladoh***

As master of this thread I say we should give a break to those who have suffered us to weave such terrible puns out of whole cloth. Frankly, I soon have to leave the computer to get ready for a social obligation :lol:

Gary

Gary has pulled rank and shows off his Kingly Hand. We'd better deal with it.

Col_Pladoh

Tuesday, 13th September, 2005, 09:49 PM

Quote:

*Originally Posted by **Zudrak***

Gary has pulled rank and shows off his Kingly Hand. We'd better deal with it.

Yuppers!

It is a sure bet that this thread has gone to pot. I'll wager that non-punnsters would rather see spots, or go blind than read more of these tricky metafours and fives.

Now I am really heading off to dress for the rip-roaring 50th annual class reunion :heh:

Cheerio,
Gary

francisca

Tuesday, 13th September, 2005, 09:50 PM

Quote:

*Originally Posted by **Col_Pladoh***

Yuppers!

It is a sure bet that this thread has gone to pot. I'll wager that non-punnsters would rather see spots, or go blind than read more of these tricky metafours and fives.

Now I am really heading off to dress for the rip-roaring 50th annual class reunion :heh:

*Cheerio,
Gary*

Hope you have a great evening!

NojBad

Tuesday, 13th September, 2005, 09:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

Indeed...

I do like to crimp effort to take advantage of a system. One chap here was planning to create a "Barbarian Prince" Avatar with Chivalry Ability as his second one. I explained that barbarism and chivalry were quite opposites, and at best he could have it as a 5th, default at 10%--the founding prance raised by barbarians. He was not pleased...

:lol:
Gary

Heh, I was more generous and allowed just such a "barbarian prince" unordered Avatar some years back in one of our early campaigns. His name was Clannarg Tyg and he packed a punch in combat with a combination of Savagery, Physique and Chivalry. IIRC his background set him up as the son of a hill chief who had been taken hostage by a Mirsylvanian noble. Taking a shine to the savage young warrior the noble taught him some of the knightly ways. Death comes even to combat monsters like Clannarg though and he was killed by spiders long ago.

Jon

Flexor the Mighty!

Tuesday, 13th September, 2005, 09:55 PM

Hey Gary, I was flipping through an old issue of Dragon and came across the name Theron Kuntz on a wargaming article. Is that Rob's brother or something? Just curious.

Gutboy Barrelhouse

Tuesday, 13th September, 2005, 10:09 PM

Hail, Good Colonel:

My question is about the provenance of IOUN stones. As far as I've seen, the earliest appearance of IOUN stones in Mr. Vance's work is in *Rhialto the Marvellous*, which bears a copyright date of 1984 - and IOUN stones predate this in D&D.

Did IOUN stones start in D&D and were later borrowed by Vance?

Or was *Rhialto* written before the copyright date I have?

Cheers,
GBBH

mythusmage

Wednesday, 14th September, 2005, 01:59 AM

Quote:

Originally Posted by **Gutboy Barrelhouse**

Hail, Good Colonel:

My question is about the provenance of IOUN stones. As far as I've seen, the earliest appearance of IOUN stones in Mr. Vance's work is in *Rhialto the Marvellous*, which bears a copyright date of 1984 - and IOUN stones predate this in D&D.

Did IOUN stones start in D&D and were later borrowed by Vance?

Or was *Rhialto* written before the copyright date I have?

Cheers,
GBBH

Dang it, I can't recall off-hand the story they first appeared in, but I do remember that ioun stones predate D&D. *Rhialto the Marvelous* was not the first story to feature them.

mythusmage

Wednesday, 14th September, 2005, 02:04 AM

On the Pun Fest Just Past

It's good to see that nobody got surry over the matter. Though much of the word play was hackneyed. Mayhaps certain parties could be further coached in the art?

Still it's nice to see that this stage has passed without unseemly incident, for I'd hate to see tongues a wagon on this.

Too bad punning is not a gig that pays well.

JRRNeiklot

Wednesday, 14th September, 2005, 04:45 AM

Quote:

Originally Posted by **mythusmage**

Dang it, I can't recall off-hand the story they first appeared in, but I do remember that ioun stones predate D&D. *Rhialto the Marvelous* was not the first story to feature them.

"Morreion," circa 1973.

Breggh

Wednesday, 14th September, 2005, 04:54 AM

Not to step on the good Colonel's toes, but IOUN stones in D&D first appeared in issue #4 of [The Strategic Review](#), in an article bearing Mr Vance's stamp.

Just thought I'd share...

mythusmage

Wednesday, 14th September, 2005, 05:35 AM

Quote:

Originally Posted by **Bregb**

Not to step on the good Colonel's toes, but IOUN stones in D&D first appeared in issue #4 of The Strategic Review, in an article bearing Mr Vance's stamp.

Just thought I'd share...

Stated up for original original D&D. :)

Gary has long been an science fiction and fantasy fan, starting from his days as a boy. He was active in fandom at the time, and did correspond with a number of the leading lights of the day. I believe Fritz Leiber played in a few games, and Jack Vance showed an interest. As a matter of fact, Jack played an active role in the design and development of the 9 yo d g f **ARTG**.

Jack and Gary get to talking about Gary's new game. The subject of magic items in D&D comes up, and Jack offers to allow the use of his ioun stones in D&D. They hash out the stats and Jack writes a few lines of text. Their efforts makes it into issue 4 of *The Strategic Review* under Jack's byline. Thus is a D&D staple born.

My point? The big names in science fiction and fantasy are approachable. It's a tradition that was established long ago, and largely arose out of the fact most science fiction and fantasy writers were once fans themselves. And a large number are still fans. Say hi, strike up a conversation, but refrain from gushing and acting like a fanboy. Who knows, you might get Fred Pohl involved in your Heechee RPG project. :)

mythusmage

Wednesday, 14th September, 2005, 05:36 AM

Quote:

Originally Posted by **JRRNeiklot**

"Morreion," circa 1973.

Thank you.

Gutboy Barrelhouse

Wednesday, 14th September, 2005, 06:42 AM

Aye, thanks!

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Gary Gygax Q&A, Part IX

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JRRNeiklot

Wednesday, 14th September, 2005, 09:32 AM

You are most welcome. Fortunately, I had a copy of Flashing Swords #1 lying around with this novella in it. Great anthology btw, and I heartily recommend it. It contains the following stories:

- # • Of Swordsmen and Sorcerers • Lin Carter
- # 26 • The Sadness of the Executioner • Fritz Leiber
- # 44 • Morreion • Jack Vance •
- # 120 • The Merman's Children • Poul Anderson •
- # 203 • The Higher Heresies of Oolimar • Lin Carter

Gray Mouser

Wednesday, 14th September, 2005, 02:25 PM

Hey Gary, hope this post finds you doing well. I have a question that was formulated partly due to the recent discussion regarding the location of Yggsburgh and Greyhawkian geography. I was just wondering if you've ever run any adventures in your campaign that took place in or around the Nyr Dyv. Given the rules for underwater combat and spell casting in the DMG I would think that you might have used the Lake of Unknown Depths as a place for play-testing!

Thanks in advance.

Gray Mouser

Col_Pladoh

Wednesday, 14th September, 2005, 03:09 PM

Quote:

Originally Posted by **NojBad**

Heh, I was more generous and allowed just such a "barbarian prince" unordered Avatar some years back in one of our early campaigns. His name was Clannarg Tyg and he packed a punch in combat with a combination of Savagery, Physique and Chivalry. IIRC his background set him up as the son of a hill chief who had been taken hostage by a Mirsylvanian noble. Taking a shine to the savage young warrior the noble taught him some of the knightly ways. Death comes even to combat monsters like Clannarg though and he was killed by spiders long ago.

Jon

Well Amigo...

I will allow someone with Savagery to have Chivalry as their fifth Ability, or an Avatar with high Chivalry to have Savagery as a fifth default one, but never with both amongst the four chosen Abilities. That's surely logical as the two Abilities are just about diametrically opposed in conception.

Cheers,
Gary

Col_Pladoh

Wednesday, 14th September, 2005, 03:11 PM

Quote:

Originally Posted by **Flexor the Mighty!**

Hey Gary, I was flipping through an old issue of Dragon and came across the name Theron Kuntz on a wargaming article. Is that Rob's brother or something? Just curious.

Theron "Terry" Kuntz is Rob's older brother, his PC being Terik;)

Cheers,
Gary

Col_Pladoh

Wednesday, 14th September, 2005, 03:15 PM

Quote:

Originally Posted by **Gutboy Barrelhouse**

Hail, Good Colonel:

My question is about the provenance of IOUN stones. As far as I've seen, the earliest appearance of IOUN stones in Mr. Vance's work is in *Rhialto the Marvellous*, which bears a copyright date of 1984 - and IOUN stones predate this in D&D.

Did IOUN stones start in D&D and were later borrowed by Vance?

Or was *Rhialto* written before the copyright date I have?

Cheers,
GBBH

loun stones are absolutely the creation of author Jack Vance, and they were used in the AD&D game by his express permission--which he generously gave to me. Of course had the fabulous items in question been created by me, I would have gladly permitted Jack to use them in his writing, but that is not the case ;)

Cheers,
Gary

Col_Pladoh

Wednesday, 14th September, 2005, 03:18 PM

Quote:

Originally Posted by **mythusmage**

It's good to see that nobody got surrey over the matter. Though much of the word play was hackneyed. Mayhaps certain parties could be further coached in the art?

Still it's nice to see that this stage has passed without unseemly incident, for I'd hate to see tongues a wagon on this.

Too bad punning is not a gig that pays well.

Shay-m on you Alan, for returning to such stuff when it was put to bed. You should be whipped for it.

:eek:
Gary

Col_Pladoh

Wednesday, 14th September, 2005, 03:20 PM

Quote:

Originally Posted by **mythusmage**

Stated up for original original D&D. :)

*Gary has long been an science fiction and fantasy fan, starting from his days as a boy. He was active in fandom at the time, and did correspond with a number of the leading lights of the day. I believe Fritz Leiber played in a few games, and Jack Vance showed an interest. As a matter of fact, Jack played an active role in the design and development of the **Dying Earth** RPG.*

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Well said!

Cheers,
Gary

Col_Pladoh

Wednesday, 14th September, 2005, 03:23 PM

Quote:

Originally Posted by **Gray Mouser**

Hey Gary, hope this post finds you doing well. I have a question that was formulated partly due to the recent discussion regarding the location of Yggsburgh and Greyhawkian geography. I was just wondering if you've ever run any adventures in your campaign that took place in or around the Nyr Dyv. Given the rules for underwater combat and spell casting in the DMG I would think that you might have used the Lake of Unknown Depths as a place for play-testing!

Thanks in advance.

Gray Mouser

There were indeed plenty of underwater adventures in my AD&D campaign--and since then (see *The Hermit* for an example), but the action on the Nyr Dyv was confined to ships, the reason quite inexplicable now that I consider it.

Cheerio,
Gary

mythusmage

Wednesday, 14th September, 2005, 03:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

Shay-m on you Alan, for returning to such stuff when it was put to bed. You should be whipped for it.

:eek:

Gary

You don't have to be such a cab about it.

Col_Pladoh

Wednesday, 14th September, 2005, 03:28 PM

Quote:

*Originally Posted by **francisca***

Hope you have a great evening!

Thanks, and surprisingly, despite being surrounded by a bunch of Old Farts such as I am, we did have a good time...quite unlike being in school with the same bunch :confused:

Fact is that I decided to show up for the banquet the class is having this evening :lol:

Cheers,

Gary

Col_Pladoh

Wednesday, 14th September, 2005, 03:30 PM

Quote:

*Originally Posted by **mythusmage***

You don't have to be such a cab about it.

Handsomely put.

Gary

StupidSmurf

Wednesday, 14th September, 2005, 03:37 PM

Quote:

*Originally Posted by **Col_Pladoh***

Handsomely put.

Gary

Fare enough.... :)

Col_Pladoh

Wednesday, 14th September, 2005, 03:44 PM

Quote:

*Originally Posted by **StupidSmurf***

Fare enough.... :)

Hackneyed stuff :uhoh:

Quit encouraging me in this unseemly behavior :]

Cheers,

Gary

StupidSmurf

Wednesday, 14th September, 2005, 03:52 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hackneyed stuff :uhoh:

Quit encouraging me in this unseemly behavior :]

Cheers,
Gary

I can't believe that I forgot the most classic taxi reference of all:

Groucho Marx (as Rufus T Firefly): You can leave in a taxi. If you can't get a taxi, you can leave in a huff. If that's too soon you can leave in a minute and a huff!

Next pun topic: Cheese!

francisca

Wednesday, 14th September, 2005, 04:02 PM

Quote:

*Originally Posted by **StupidSmurf***

I can't believe that I forgot the most classic taxi reference of all:

Groucho Marx (as Rufus T Firefly): You can leave in a taxi. If you can't get a taxi, you can leave in a huff. If that's too soon you can leave in a minute and a huff!

Next pun topic: Cheese!

Groucho is my hero. There was a nation of Freedonia in my homebrew, ruled by none other than Rufus T. Firefly.

I tell you now, I Camembert any cheesy puns. Curdle you refrain from such?

mythusmage

Wednesday, 14th September, 2005, 08:05 PM

Quote:

*Originally Posted by **francisca***

Groucho is my hero. There was a nation of Freedonia in my homebrew, ruled by none other than Rufus T. Firefly.

I tell you now, I Camembert any cheesy puns. Curdle you refrain from such?

I must agree. It is my swiss that people refrain from cheese puns, for I cheddar at the thought of the rinding halt this could cause the boards.

StupidSmurf

Wednesday, 14th September, 2005, 08:09 PM

Quote:

*Originally Posted by **mythusmage***

I must agree. It is my swiss that people refrain from cheese puns, for I cheddar at the thought of the rinding halt this could cause the boards.

What have I done? I've created a Muenster! :eek:

francisca

Wednesday, 14th September, 2005, 09:38 PM

It's a Gouda thing these puns don't grate on my nerves. If they did, I would get Feta up and stop Postel-ing here.

Zudrak

Wednesday, 14th September, 2005, 09:49 PM

Quote:

*Originally Posted by **StupidSmurf***

What have I done? I've created a Muenster! :eek:

Edam it. Knockwurst it off.

I've beefed up the pun and added meat. I thought it would be a Brie-s to stay with cheese. I'd best retire to my Cottage. My pun may be rank, but it's not for a lactic of trying.

StupidSmurf

Wednesday, 14th September, 2005, 10:04 PM

Quote:

*Originally Posted by **Zudrak***

Edam it. Knockwurst it off.

I've beefed up the pun and added meat. I thought it would be a Brie-s to stay with cheese. I'd best retire to my Cottage. My pun may be rank, but it's not for a lactic of trying.

Maybe we should add bread too, that way we'd have a full sandwich! No loafing around, you crumbs! We're the upper crust! I just hope that, by adding bread, that this thread won't go a-rye.

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Dannyalcatraz

Wednesday, 14th September, 2005, 10:34 PM

Wheat a beefy string of puns! You hams are slinging the humor so swissly, its chapping my buns. Whatta bunch of turkeys!

With meats, breads and cheeses in play simultaneously, the font of bon mozzereLLas will be virtually ceaseless. Of course, there will be bad ones sandwiched in there.

I'd better limburger up my brain & tongue if I intend to supply mostly gouda humor- I don't want to focaccia all this up!

mythusmage

Thursday, 15th September, 2005, 12:55 AM

There really are some things we oat not do. But, a merry fellow who American.

Gray Mouser

Thursday, 15th September, 2005, 03:05 AM

Quote:

Originally Posted by **Col_Pladoh**

There were indeed plenty of underwater adventures in my AD&D campaign--and since then (see The Hermit for an example), but the action on the Nyr Dyv was confined to ships, the reason quite inexplicable now that I consider it.

Cheerio,
Gary

So where did the underwater adventures take place, Gary? I read a write up some time ago of an excursion to Castle Greyhawk where the party encountered a subterranean lake (and were pursued by a pteradon, IIRC). Was this the main underwater environ or were there others? Anyone ever make it to the Elemental Plane of Water, for instance?

As long as we're on the subject of water-based adventures, were there any memorable monsters for such excursions? Any Sahauagin (sp?) lurking about that the PCs ran into, for instance?

Gray Mouser

Dannyalcatraz

Thursday, 15th September, 2005, 03:25 AM

Quote:

With meats, breads and cheeses in play simultaneously, the font of bon mozzereLLas will be virtually ceaseless.

Should be "With meats, breads and cheeses in play simultaneously, the **fontina** of bon mozzereLLas will be virtually ceaseless."

-sincerely, not the Management

Col_Pladoh

Thursday, 15th September, 2005, 05:01 PM

Quote:

Originally Posted by **StupidSmurf**

I can't believe that I forgot the most classic taxi reference of all:

Groucho Marx (as Rufus T Firefly): You can leave in a taxi. If you can't get a taxi, you can leave in a huff. If that's too soon you can leave in a minute and a huff!

Groucho Marx is amongst the greatest of comedians :cool:

Quote:

Next pun topic: Cheese!

Is that binding? I fear some of them would be rather smelly...

Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:03 PM

Quote:

*Originally Posted by **francisca***

...

I tell you now, I Camembert any cheesy puns. Curdle you refrain from such?

Cheese puns are gouda fun. I edam up!

Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:06 PM

Quote:

*Originally Posted by **mythusmage***

I must agree. It is my swiss that people refrain from cheese puns, for I cheddar at the thought of the rinding halt this could cause the boards.

The most classic cheese related pun I know was done long ago by Ben Franklin:

"Jack eating rotten cheese did say,
'I like Sampson my thousands slay.'
'Aye,' said Roger, 'so you do,
And with the selfsame weapon too.' "

Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:08 PM

Quote:

*Originally Posted by **StupidSmurf***

What have I done? I've created a Muenster! :eek:

For which none are likely to port de slaute you...

Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:09 PM

Quote:

*Originally Posted by **francisca***

It's a Gouda thing these puns don't grate on my nerves. If they did, I would get Feta up and stop Postel-ing here.

No, most of the fellows here are bricks about it all :eek:

Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:13 PM

[QUOTE=Zudrak]Edam it. Knockwurst it off.

...QUOTE]

Speaking of which:

Charlemagne mustard his Franks
To assault and pepper the Saracens with relish,
But they couldn't catchup.
Some think that pun is the wurst,
But I think it is a wiener.

Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:15 PM

Quote:

*Originally Posted by **StupidSmurf***

Maybe we should add bread too, that way we'd have a full sandwich! No loafing around, you crumbs! We're the upper crust! I just hope that, by

adding bread, that this thread won't go a-rye.

Now that wasn't half-baked.

Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:18 PM

Quote:

Originally Posted by **Dannyalcatraz**

Wheat a beefy string of puns! You hams are slinging the humor so swissly, its chapping my buns. Whatta bunch of turkeys!

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I'd better limburger up my brain & tongue if I intend to supply mostly gouda humor- I don't want to focaccia all this up!

Is that a wurst k se scenario? If so you are on a roll...

Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:20 PM

Quote:

Originally Posted by **mythusmage**

There really are some things we oat not do. But, a merry fellow who American.

That's barley a pun, Alan.

Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:23 PM

Quote:

Originally Posted by **Gray Mouser**

So where did the underwater adventures take place, Gary? I read a write up some time ago of an excursion to Castle Greyhawk where the party encountered a subterranean lake (and were pursued by a pteradon, IIRC). Was this the main underwater environ or were there others? Anyone ever make it to the Elemental Plane of Water, for instance?

As long as we're on the subject of water-based adventures, were there any memorable monsters for such excursions? Any Sahauagin (sp?) lurking about that the PCs ran into, for instance?

Gray Mouser

Actually, the PCs didn't submerge much on the water level of the castle's dungeons. there was a pool with nixies in it, a transporter to an underwater adventure, and various outdoor adventures where most of this sort of thing took place.

The encounters were the typical mix of critters, including one where I had a dragon turtle. Sahauagin weren't included, IIRR.

Cheers,
Gary

Col_Pladoh

Thursday, 15th September, 2005, 05:26 PM

Quote:

Originally Posted by **Dannyalcatraz**

*Should be "With meats, breads and cheeses in play simultaneously, the **fontina** of bon mozzereillas will be virtually ceaseless."*

-sincerely, not the Management

Now that makes me green with envy, blu-s my mind.

Gary

Clangador

Thursday, 15th September, 2005, 05:29 PM

I've never been able to "get into" puns. But, they do have the ability to drive me mad. :confused:

Quote:

*Originally Posted by **Clangador***

I've never been able to "get into" puns. But, they do have the ability to drive me mad. :confused:

As is with the case for my long-suffering son, Luke :lol:

Cheerio,
Gary

Clangador

Thursday, 15th September, 2005, 07:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

As is with the case for my long-suffering son, Luke :lol:

*Cheerio,
Gary*

I share his pain. :)

And now for something completely different.

I was looking at Rob Kuntz's auction of the Castle Greyhawk Bottle City Level original manuscript. (I froze the page if anyone wants to look at it, [Click here.](#)) The map is huge and there are only eight pages for its write up. Grodog commented that when you and others wrote up your original dungeons, the descriptions tended to be sparse and you fleshed them out as you took people thru them. He also commented that large portions of the dungeon would be empty, so you don't have to detail those areas. (I know this isn't one of your levels, but it's the only reference I have to an original manuscript of this nature.)

So, my questions are, how much detail did you put into your dungeons before you took people thru them?

After you took people thru them, did you make note of any details that you added during play to further the design of the dungeon?

After a party went thru it, did you make note of monsters slain, and treasure looted to adjust the level for the next group that went thru it? Or, did you play it again exactly as you had written it for the next group and chalked it up to it's a game, it doesn't have to make sense.

Col_Pladoh

Thursday, 15th September, 2005, 07:51 PM

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Very glad to see Rob get so generous a price for his creative efforts way back when :D

As to your questions, I usually made one-line notes for my duneon encounters, from around 20 to 25 of same for a typical level done on four-lines-to-the inch graph paper--a few more on five-, six, or seldom used 8-line graph paper. the other spaces were empty save for perhaps a few traps or transporter areas and the like.

I did indeed create details for the PC party on the spot, adding whatever seemed appropriate, and as Rob played and learned from me, he did the same, and when we were actively co-DMing we could often create some really exciting material on the spot, if you will.

When the encounter was eliminated I simply drew a line through it, and the place was empty for the foreseeable future. I'd give Rob the details of any session he was not at and vice versa, so we winged all of it. Sometimes a map change and encounter kkey note of something special in nature was made, but not often. We both remembered things well, Rob very well and when necessary something was made up out of whole cloth for the sake of continuity of adventuring.

When new maps were made it was often nearly impossible to have the stairs and other connections line up with other maps, so a note or two and "fudging" served p[er]fectly well. this was particularly true of the means of entering and exiting lower levels from secret locations surrounding

the castle ruins.

Now you understand why the Castle Zagyg project is such a major design undertaking. If we handed over the binders containing the maps and the notes don't think even the ablest of DMs would feel empowered to direct adventures using the materials...unless that worthy was someone who had spent many hours playing with Rob and me as DM.

I have laid out a new schematic of castle and dungeon levels based on both my original design of 13 levels plus sideadjuncts, and the "New Greyhawk Castle" that resulted when Rob and I combined our efforts and added a lot of new level too. From that Rob will draft the level plans for the newest version of the work. Meantime, I am collecting all the most salient feature, encounters, tricks, traps, etc. for inclusion on the various levels.

So the end result will be what is essentially the best of our old work in a coherent presentation usable by all DMs, the material having all the known and yet to be discussed features of the original work that are outstanding..I hope :uhoh:

Cheers,
Gary

Dannyalcatraz

Thursday, 15th September, 2005, 09:43 PM

Quote:

And now for something completely different.

(playing a piano naked)

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Col_Pladoh

Thursday, 15th September, 2005, 10:20 PM

Quote:

*Originally Posted by **Dannyalcatraz****(playing a piano naked)*

Not with ME as your audience :eek:

Gary

Clangador

Thursday, 15th September, 2005, 10:26 PM

Quote:

*Originally Posted by **Col_Pladoh****Not with ME as your audience :eek:**Gary*

Good call.

Col_Pladoh

Thursday, 15th September, 2005, 10:45 PM

Just in case some reader here thinks it odd to create on the fly as Rob and I usuall are want to do:

The main difference between formal creation of material and doing it as one serves in the role of GM is spontenaity, that allowing the material created on the spot to beter suit the player group ad the situation at hand. Otherwise one must set forth the material to be played and recite it more or less verbatim, forcing the group to its mold. the creative demand is muc the same, but the free-style method usually allows fo more enjoyment b all participants.

I recommend it to all GMs able to manage such playing style :D

Cheerio,
Gary

dcas

Thursday, 15th September, 2005, 11:04 PM

Quote:

*Originally Posted by **Col_Pladoh****I recommend it to all GMs able to manage such playing style :D*

Well, not everyone can manage that style. I can (poorly!) and I have found it more to my taste than working from extensive notes. I usually lose track of extensive notes *anyway*, so if I work on the fly I at least spare my players the bother of waiting for me to find something. :)

Col_Pladoh

Thursday, 15th September, 2005, 11:12 PM

Quote:

*Originally Posted by **dcas****Well, not everyone can manage that style. I can (poorly!) and I have found it more to my taste than working from extensive notes. I usually lose track of extensive notes anyway, so if I work on the fly I at least spare my players the bother of waiting for me to find something. :)*

Heh...

Seems to me that you doth protest too much, and despite meaning to use prepared material resort to winging it so as to keep the game lively and enjoyable. In short, it seems you can do it pretty well :lol:

Cheers,
Gary

Quote:

Originally Posted by **Col_Pladoh**

Speaking of which:

Charlemagne mustard his Franks
To assault and pepper the Saracens with relish,
But they couldn't catchup.
Some think that pun is the wurst,
But I think it is a wiener.

Gary

Now, why'd you have to go and drag my forefathers into the fray? :]

Would be cheddar if you paid fromage to them, but not like so:

Quote:

The Franks were the most barbarous and uncouth of all the Teutonic races, and they covered the shortest distance; they were ruled for 250 years by the Merovings, the most bloody and ineffectual dynasty which has ever disgraced a nation, and yet in spite of that they gave their name to the finest flower of mediaval Europe.

--Ewart Oakeshott, *The Archaeology of Weapons*

Of course, old Ewart was a bit of a blow-hard.

Clangador

Friday, 16th September, 2005, 01:57 AM

Quote:

Originally Posted by **Col_Pladoh**

Just in case some reader here thinks it odd to create on the fly as Rob and I usuall are want to do:

The main difference between formal creation of material and doing it as one serves in the role of GM is spontenaity, that allowing the material created on the spot to beter suit the player group ad the situation at hand. Otherwise one must set forth the material to be played and recite it more or less verbatim, forcing the group to its mold. the creative demand is muc the same, but the free-style method usually allows fo more enjoyment b all participants.

I recommend it to all GMs able to manage such playing style :D

Cheerio,
Gary

I don't think it's odd. It's just not the same play style as running a canned adventure. I find what you guys did when the game was young very interesting. Do you use the same format when running tourney adventures?

StupidSmurf

Friday, 16th September, 2005, 08:53 PM

Quote:

Originally Posted by **Col_Pladoh**

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Cheerio,
Gary

I for one don't consider it odd to create on the fly. In some cases, it's a necessity, particularly if the players aren't forbidden from venturing "off the game board". In my current campaign, I had designed an ancestral keep which the characters would need to explore. In the deepest undercellar I put a fault line on the floor that plunged down into a 320' deep chasm. I didn't flesh it out because I thought, "No way are they going to be so insane as to deviate from their pressing task just to check out some stupid deep fissure!" So I just made a notation that a "bunch of grimlocks" dwelled down at the bottom, and left it at that. Didn't even write up their stats.

Sure enough...guess where they went? :lol: Some people think SOP stands for Standard Operational Procedure. When I'm running D&D, it stands for Seat Of Pants. In my humble opinion, any DM who says that the players' characters can "go anywhere and do anything", had darn well better be able to create on the fly. :]

haakon1

Sunday, 18th September, 2005, 08:29 AM

Quote:

Originally Posted by **Zudrak**

With the change in pun topics, I'd say you were all Jacks of many trades.

I'm just glad the old puns were put out to pasture.

haakon1

Sunday, 18th September, 2005, 08:51 AM

Quote:

Originally Posted by **dcas**

Well, not everyone can manage that style. I can (poorly!) and I have found it more to my taste than working from extensive notes.

Me too. I also like to have dungeons that are not written "exclusively" to fit the party at hand, more of a feel of "the world goes on with or without you".

I also use the fact that other adventuring parties are in the same campaign world to my advantage in building verisimilitude -- so much so that in a recent session, my scared players assumed the slain NPC party they were hired to recover the party of must be real PC's.

Anyhow, back to the point . . . winging is fun, but written down is fun too. And winging is way easier in Gary's versions of the game than in 3.0/3.5, for which I feel compelled to scribble a page of notes before introducing a group of kobolds. Not kidding, sadly . . . better written Monster Manuals that don't require looking up stuff outside of the entry (such as by defining "Undead Traits" or "Light Sensitivity" with each creature having those features would help).

Agback

Sunday, 18th September, 2005, 11:02 AM

Quote:

Originally Posted by **Col_Pladoh**

The main difference between formal creation of material and doing it as one serves in the role of GM is spontaneity, that allowing the material created on the spot to better suit the player group and the situation at hand.

It's a case of making up on the swings what you lose on the roundabouts. A thoroughly prepared adventure gives you more time to think, an opportunity to work out the details of a fiendishly elaborate dilemma, or a spectacularly intricate set piece. But on the other hand there is no way to know exactly what the situation is going to be, exactly what the mood is going to be, when the party does eventually get into Room 101. When it comes right down to it, there is no guarantee that a decision made late on Thursday night, after a bad day at work, slumped over your desk and caffeinated to the eyeballs is going to be better than a decision made late on Saturday night, in the heat of a torrid gaming session, but high on having fun and on form as a gamemaster.

The decider for me is that I have most fun if I plan the basics and wing the particulars. Preparation and extemporisation are complementary, especially if you let each do what it is good at.

Agback

Sunday, 18th September, 2005, 11:05 AM

Quote:

Originally Posted by **haakon1**

Me too. I also like to have dungeons that are not written "exclusively" to fit the party at hand, more of a feel of "the world goes on with or without you".

I agree, and that applies equally to adventures/locations/encounters that are prepared in detail as to ones that are made up on the fly.

Col_Pladoh

Sunday, 18th September, 2005, 07:41 PM

Quote:

Originally Posted by **francisca**

Now, why'd you have to go and drag my forefathers into the fray? :]

Would be cheddar if you paid fromage to them, but not like so:

Of course, old Ewart was a bit of a blow-hard.

I think it best if I ignore puns for a time, or else I'll have angry villager gamers storming my abode...

Cheers,
Gary

Col_Pladoh

Sunday, 18th September, 2005, 07:43 PM

Quote:

Originally Posted by **Clangador**

I don't think it's odd. It's just not the same play style as running a canned adventure. I find what you guys did when the game was young very interesting. Do you use the same format when running tourney adventures?

When running a tournament we always used prepared material so as to have as much continuity as possible between GMs managing the competing groups. Inly in a final round was any innovation allowable...and used;)

Cheers,
Gary

Col_Pladoh

Sunday, 18th September, 2005, 07:47 PM

Quote:

Originally Posted by **StupidSmurf**

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Sure enough...guess where they went? :lol: Some people think SOP stands for Standard Operational Procedure. When I'm running D&D, it stands for Seat Of Pants. In my humble opinion, any DM who says that the players' characters can "go anywhere and do anything", had darn well better be able to create on the fly. :]

Yes indeed! While I do often go with prepared material, especially when I am not feeling really full of energy, the best game sessions are often those in which SOP was in full swing.

GMing on the fly is more demanding than is using prepared material, one's own or a published module, but the players generally really get into an extemporaneous adventure, as they are integral to its formation and direction.

Cheers,
Gary

Col_Pladoh

Sunday, 18th September, 2005, 07:48 PM

Quote:

Originally Posted by **haakon1**

I'm just glad the old puns were put out to pasture.

Now don't start nagging about old puns...

Damn! I've gone and done it again :eek:

Cheers,
Gary

Col_Pladoh

Sunday, 18th September, 2005, 07:50 PM

Quote:

Originally Posted by **Agback**

I agree, and that applies equally to adventures/locations/encounters that are prepared in detail as to ones that are made up on the fly.

Can't disagree with that.

Cheers,
Gary

Sledge

Sunday, 18th September, 2005, 09:47 PM

Recalling my early days with the Keep on the Borderlands (okay I know this isn't early to everyone here, but when I finally got that box I was in elementary school, so it's early, got it?) there was quite a bit explicitly spelled out for the dm to just add as desired. My map from the cover had a few areas I even penciled in as I went.

So I would say that until 3rd edition here I considered on the fly to be the only way to go. Now I still do it mostly on the fly and throw in a few prepped things and plundered materials to fill out stuff.

So don't let anyone tell you that anything but the seat of the pants is normal.

Col_Pladoh

Sunday, 18th September, 2005, 09:54 PM

Quote:

Originally Posted by **Sledge**

Recalling my early days with the Keep on the Borderlands (okay I know this isn't early to everyone here, but when I finally got that box I was in elementary school, so it's early, got it?) there was quite a bit explicitly spelled out for the dm to just add as desired. My map from the cover had a few areas I even penciled in as I went.

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So don't let anyone tell you that anything but the seat of the pants is normal.

Interesting:)

Of course most of the long-time DMs will have much experience in winging it even with modules, as that was assumed to be the normal way to run adventures for the first 10 or even 15 years of RPG play.

I suspect that newer GMs are more used to the hand-holding modules, prepare like material for their own campaigns.

That isn't all bad...as is the current notion amongst players that every encounter they meet is defeatable, that their PCs won't meet an untimely end unless they are ready to think carefully...or have their team flee in haste;)

Cheers,
Gary

grodog

Tuesday, 20th September, 2005, 07:26 AM

Some Tsojcanth questions!

Hi Gary---

Unrelated to the Yggsburgh and CZ focus of late (I'm glad to hear that you and Rob are continuing forward with the project!), I have a couple logistical questions about Tsojcanth for you. In particular, I've been trying to piece together how best to show the relationships between the Greater and Lesser Caverns, as well as all of the little nook-and-cranny-style extra entrances, exits, chimneys, and what-not that you crammed into Iggwilv's mountain :D

I have some maps online at:

- <http://www.greyhawkonline.com/grodog...ern-lowres.jpg>
- <http://www.greyhawkonline.com/grodog...ms-lowres.jpg>
- <http://www.greyhawkonline.com/grodog...ves-lowres.jpg>

Do the maps roughly capture how you imagined the levels looking in relation to one another? If not, do you have any pointers on how to revise the maps to better reflect the environment?

Also, did you even design an underwater level for this module in your home games? You hint at it several times in the adventure that it seems like you'd already designed such a level, but perhaps cut it out of the published version due to time- or size-of-book considerations or somesuch.

Thanks!

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Wednesday, 21st September, 2005, 12:40 AM

Quote:

Originally Posted by **grodog**

Hi Gary---

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Also, did you even design an underwater level for this module in your home games? You hint at it several times in the adventure that it seems like you'd already designed such a level, but perhaps cut it out of the published version due to time- or size-of-book considerations or somesuch.

Thanks!

Howdy!

I looked at the rough maps, and they look all right, pretty well along the lines I had envisaged:)

I did not do a formal map, but I did have some adventuring upon an underground "sea" which was associated with the Lost Caverns. Not having an actual map allowed me complete freedom to innovate.

Cheers.
Gary

teitan

Wednesday, 21st September, 2005, 01:29 AM

Quote:

Originally Posted by **thufur**

Any ideas what has happened to Carl Sargent or is that even in your purview of knowledge? Am I correct about an auto accident and he is now unavailable for comment? I guess I'm asking because its good clean fun reading boards/blogs from you, Frank and Wolfgang Baur, and I think he would be a great resource if he was available.

Bringing up an old post here but thought the original poster may still be wondering: I have never heard anything about an auto accident (are you thinkin of Bill Mantlo who used to write the Hulk, Alpha Flight etc for marvel?) but the last known works of Carl Sargent were books on the occult as he is a practicing occultist and author. Fas as I know (2001) he is is fine.

Jason

Col_Pladoh

Wednesday, 21st September, 2005, 04:33 PM

Actually, I have no information regarding the Good Mr. Sargent, so I can not be of any assistance. Sorry.

Cheers,
Gary

francisca

Wednesday, 21st September, 2005, 06:39 PM

Quote:

Originally Posted by **Col_Pladoh**

I think it best if I ignore puns for a time, or else I'll have angry villager gamers storming my abode...

Cheers,
Gary

Not so, my comment was meant ingest. :p

(unless you have shrink wrapped copies of the original boxed set laying about, then I might be reaching for a pitchfork....)

Orius

Wednesday, 21st September, 2005, 07:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

Of course most of the long-time DMs will have much experience in winging it even with modules, as that was assumed to be the normal way to run adventures for the first 10 or even 15 years of RPG play.

I suspect that newer GMs are more used to the hand-holding modules, prepare like material for their own campaigns.

That isn't all bad...as is the current notion amongst players that every encounter they meet is defeatable, that their PCs won't meet an untimely end unless they are ready to think carefully...or have their team flee in haste;)

I think it's really a matter of how experienced the DM is. I used to prepare heavily detailed notes like the adventure note I saw in Dungeon and the few published modules I had when I started DMing back in the days of 2e. That's what I read, and that's the way I figured it was supposed to be done. But more recently, my notes have become more sketchy, as I find it much easier in preparation to only note the important stuff, for example with an encounter, I'll list stuff like hps or weapons which are more variable, while referring to the Monster Manual otherwise rather than writing down full stat blocks. Also, when I come up with a scenario, I have a general idea of how things are supposed to work, so I don't need to prepare long detailed notes of stuff that's already in my head.

Col_Pladoh

Wednesday, 21st September, 2005, 07:55 PM

Quote:

*Originally Posted by **francisca***

Not so, my comment was meant ingest. :p

(unless you have shrink wrapped copies of the original boxed set laying about, then I might be reaching for a pitchfork....)

You will go on *ad nauseum*. I can't swallow any more puns, even if done for a lark :mad:

Gary

Col_Pladoh

Wednesday, 21st September, 2005, 07:57 PM

Quote:

*Originally Posted by **Orius***

I think it's really a matter of how experienced the DM is. ...

If you add self-confident and well-grounded in fantasy and history, I can not disagree;)

Cheers,
Gary

grodog

Wednesday, 21st September, 2005, 09:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

I looked at the rough maps, and they look all right, pretty well along the lines I had envisaged;)

Thanks :D

Quote:

I did not do a formal map, but I did have some adventuring upon an underground "sea" which was associated with the Lost Caverns. Not having an actual map allowed me complete freedom to innovate.

That makes perfect sense. Was the underground sea an area that Iggwilv used, or more of a hidden sub-level? If the latter, surely Iggwilv must have had some other lairs then, since there's no living quarters, guard posts, conjuring rooms, laboratories, etc. in the Greater or Lesser Caverns.

Col_Pladoh

Wednesday, 21st September, 2005, 09:56 PM

Quote:

*Originally Posted by **grodog***

Thanks :D

That makes perfect sense. Was the underground sea an area that Iggwilv used, or more of a hidden sub-level? If the latter, surely Iggwilv must have had some other lairs then, since there's no living quarters, guard posts, conjuring rooms, laboratories, etc. in the Greater or Lesser Caverns.

How's the underground sea differ from the Black Reservoir beneath Castle Greyhawk?

Well, Iggwilv could be anywhere it seemed a good place for her to have living or other sort of quarters :eek: If the party were sufficiently strong, they could indeed have an encounter with that lovely lady... :lol:

As for the underground sea think of it more as what would be encountered from further explorations in the D# module, part of the great Underdark. The Black Reservoir level is tiny compred to the former body of water, and the reservoir is filled with large supporting pillars too...although the sea monster dwelling in its waters doesn't mind the obstructions :uhoh:

Cheers,
Gary

Tav_Behemoth

Thursday, 22nd September, 2005, 03:31 PM

Col., if the mists of wonder-crowded memory allow, could you confirm or deny some speculation about the origins of the mind flayer?

In an interview with Planewalker.com, Charles Stross said that his idea for the the githyanki & githzerai, that they had been bred as slave races by the mind flayers, was inspired by Larry Niven's *World of Ptaavs*. He suggested that whoever created the mind flayers (which I assume to have been your eminent self) might have been was inspired by Niven as well.

The similarities between Niven's [Thrint](#), or Slavers, and mind flayers are that both are powerful telepaths & mind-controllers with tentacled faces (see Wayne Barlowe's [interpretation](#)). Knowing the depth of your reading in SF & fantasy, I imagine you might have read Niven *World of Ptaavs* back in '66 or so -- especially since I've been told that, back in the day, there was so little of "the good stuff" being published that fans could & did read everything they could get their hands on. And I've seen some evidence that Niven was in the minds of early D&D folks in the form of a cool old Erol Otus booklet of creatures and magic items that featured a Slaver disintegration rifle.

Any link between this great D&D monster and the great Known Space universe would, of course, only increase my admiration for your syncretic genius.

Col_Pladoh

Thursday, 22nd September, 2005, 03:43 PM

Quote:

*Originally Posted by **Tav_Behemoth***

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Any link between this great D&D monster and the great Known Space universe would, of course, only increase my admiration for your syncretic genius.

Well...

No need to speculate, for I can set forth the process in a few words. Larry Niven's writing had nothing to do with the creation of the Illithid race for the AD&D game.

I happened to be thinking of devising a new terrible race if creatures inimical to humans, and my eye fell upon a paperback book authored by Brian Lumley, *The Burrowers Beneath*. The cover illustration was of a bipedal monster with a head resembling a squid or an octopus. Voila!

That was a perfect model for an underground-dwelling race of fiendish predators on humankins, and thus the mind flayer was born.

I made up all the details of the race, of course, they being a form of AD&D monster.

BTW, the drow were inspired by no more than a dictionaly listing for the name as "dark elves," and i made up the kuo-toa out of whole cloth so as to have another underground race on distinctly non-human sort.

Cheers,
Gary

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Cheers,
Gary

I get a kick out of finding out behind the scenes stuff like this. Thanks, Gary!

Incidentally, for the longest time, whenever I saw an illustration of a mind flayer, the phrase "Cthulhu fthgan" would run through my head ;)

mythusmage

Thursday, 22nd September, 2005, 07:54 PM

As I recall H.P. Lovecraft and Brian Lumley were near contemporaries, and the horror/weird stories crowd back then was about as tight as the RPG crowd today. Most everybody knew most everybody else and corresponded a great deal. Hell, Howard wrote more in the way of letters than he ever did fiction. :) So it's very likely the two played off of one another. Much like Green Ronin and The Game Mechanics do today.

Col_Pladoh

Thursday, 22nd September, 2005, 07:57 PM

Quote:

Originally Posted by **StupidSmurf**

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Incidentally, for the longest time, whenever I saw an illustration of a mind flayer, the phrase "Cthulhu fthgan" would run through my head ;)

Welcome:)

As a matter of fact I have been a fan of HPL and those who developed his mythos for some decades now, so you were on target :cool:

Cheers,
Gary

Col_Pladoh

Thursday, 22nd September, 2005, 08:01 PM

Indeed, Alan,

The circle of those who wrote in the mythos originated by HPL was generally close. Even those at the fringes seemed to have been careful to stay within bounds and not add anything that was antithetical to Lovecraft's vision.

Cheers,
Gary

mythusmage

Thursday, 22nd September, 2005, 08:04 PM

Quote:

Originally Posted by **Col_Pladoh**

Indeed, Alan,

The circle of those who wrote in the mythos originated by HPL was generally close. Even those at the fringes seemed to have been careful to stay within bounds and not add anything that was antithetical to Lovecraft's vision.

Cheers,
Gary

Being in on the joke helped a lot.

StupidSmurf

Thursday, 22nd September, 2005, 08:35 PM

I'm a big HPL fan as well. And speaking of that circle of writers, I know that often times HP and friends would insert slightly altered versions of each other's names into their stories as the protagonists. For instance, one of Lovecraft's stories has "Robert Blake". ;) Naturally, I can't remember offhand which one it is.

I just about plotzed when the Deities and Demigods hardcover book came out with the AD&D stats for the Cthulhu mythos. Every once in a while I just couldn't resist sticking in a Mythos creature in one of my AD&D adventures!

ScottyG

Thursday, 22nd September, 2005, 08:55 PM

I wrote a mini-adventure based on the Mountains of Madness that included some of HPL's creations. The party was teleported to a frozen, ruined city from my version of the Greyhawk Dungeons, and had to find a way back before freezing, or being eaten by a shoggoth or some other nasty.
Scott

VirgilCaine

Thursday, 22nd September, 2005, 08:59 PM

Quote:

*Originally Posted by **StupidSmurf***

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Robert Bloch?

While we're on the subject of monster origins, where did the Rakshasha come from?

Tav_Behemoth

Thursday, 22nd September, 2005, 09:07 PM

Quote:

*Originally Posted by **Col_Pladoh***

BTW, the drow were inspired by no more than a dictionary listing for the name as "dark elves," and i made up the kuo-toa out of whole cloth so as to have another underground race on distinctly non-human sort.

Three monster origins for the price of one! Many thanks.

Col_Pladoh

Thursday, 22nd September, 2005, 09:12 PM

Quote:

*Originally Posted by **StupidSmurf***

I'm a big HPL fan as well. And speaking of that circle of writers, I know that often times HP and friends would insert slightly altered versions of each other's names into their stories as the protagonists. For instance, one of Lovecraft's stories has "Robert Blake". :) Naturally, I can't remember offhand which one it is.

I just about plotzed when the Deities and Demigods hardcover book came out with the AD&D stats for the Cthulhu mythos. Every once in a while I just couldn't resist sticking in a Mythos creature in one of my AD&D adventures!

Robert Blake is none other than Robert Bloch, one great guy and a fine writer too who is missed by more persons than me alone.

Cheerio,
Gary

Col_Pladoh

Thursday, 22nd September, 2005, 09:16 PM

Quote:

*Originally Posted by **VirgilCaine***

Robert Bloch?

While we're on the subject of monster origins, where did the Rakshasha come from?

Hindu Mythogy and *Kolchak*, *The Night Stalker* in combination;)

Cheers,
Gary

Breggh

Thursday, 22nd September, 2005, 11:44 PM

Quote:

*Originally Posted by **ScottyG***

I wrote a mini-adventure based on the Mountains of Madness that included some of HPL's creations. The party was teleported to a frozen, ruined city from my version of the Greyhawk Dungeons, and had to find a way back before freezing, or being eaten by a shoggoth or some other nasty.
Scott

I did something similar, except that they were Teleported directly to Yuggoth, where, in addition to the mi-go and Nyarlathotep, they could encounter the Walls of Eryx (and fight lizard men with various staves) and go beneath the planet's surface, too (a la Richard Lupoff's HPL homage [Discovery of the Ghoric Zone](#)--complete with cyborgs). They had to steal a shantak to ride back to their home planet.

Course, I never would have stumbled to HPL as a kid without the reading lists in the back of the **DMG** and the second Basic Set. Kudos to you, Gary, and your associates, for thinking to include those. I've been able to seek out a lot of titles and authors I otherwise might never have known were around.

mythusmage

Friday, 23rd September, 2005, 01:14 AM

Quote:

*Originally Posted by **ScottyG***

I wrote a mini-adventure based on the Mountains of Madness that included some of HPL's creations. The party was teleported to a frozen, ruined city from my version of the Greyhawk Dungeons, and had to find a way back before freezing, or being eaten by a shoggoth or some other nasty.
Scott

Have you seen **Beyond the Mountains of Madness** for **Call of Cthulhu**? Set in the 1920s, it starts as an expedition to Antarctica to learn the fate of a previous expedition to the Mountains of Madness. The self-same expedition who's tale is told in *At the Mountains of Madness*

BTW, did you know that The Cliffs of Insanity in **A Princess Bride** were a homage to *At the Mountains of Madness*?

VirgilCaine

Friday, 23rd September, 2005, 01:45 AM

Quote:

*Originally Posted by **Col_Pladoh***

Hindu Mythology and Kolchak, The Night Stalker in combination;)

*Cheers,
Gary*

Just as I thought. Great show.

Col_Pladoh

Friday, 23rd September, 2005, 04:12 AM

Quote:

*Originally Posted by **VirgilCaine***

Just as I thought. Great show.

Cable has a channel that has Kolchak re-runs...Can't recall which it is, naturally:(

Cheers,
Gary

haakon1

Friday, 23rd September, 2005, 06:47 AM

Quote:

*Originally Posted by **mythusmage***

Being in on the joke helped a lot.

There's a joke? I thought Cthulu really was going to eat everyone.
:p

haakon1

Friday, 23rd September, 2005, 07:01 AM

Quote:

*Originally Posted by **mythusmage***

*Have you seen **Beyond the Mountains of Madness** for **Call of Cthulhu**? Set in the 1920s, it starts as an expedition to Antarctica to learn the fate of a previous expedition to the Mountains of Madness. The self-same expedition who's tale is told in *At the Mountains of Madness**

*BTW, did you know that *The Cliffs of Insanity* in **A Princess Bride** were a homage to *At the Mountains of Madness*?*

BTW, my D20 Call of Cthulhu is sitting next to my D20 Stargate and D20 Blackmoor. Say what you like about 3.0/3.5, but the Open Gaming License idea is pretty cool -- nearly D&D with nearly GURPS variety.

Though some might say there's no reason some kid in the 1980s with Gary's AD&D couldn't have run a single campaign with samurai, an undead King Kong creature that drown in quicksand pulling in the mimes that Karl's kensai hired to annoy Rich's ninja, Gamma World mutants with a "Nixon 5" solar-nuclear rocket that wasn't guarded well-enough to stop samurai from stealing it, an easily-created Indiana Jones cross-over with D&D rules, and an easily-created Vietnam-War-as-seen-in-Magnum-PI-flashbacks crossover. :)

Who needs HPL to get madness going.

StupidSmurf

Friday, 23rd September, 2005, 03:57 PM

Quote:

*Originally Posted by **haakon1***

BTW, my D20 Call of Cthulhu is sitting next to my D20 Stargate and D20 Blackmoor. Say what you like about 3.0/3.5, but the Open Gaming License idea is pretty cool -- nearly D&D with nearly GURPS variety.

Though some might say there's no reason some kid in the 1980s with Gary's AD&D couldn't have run a single campaign with samurai, an undead King Kong creature that drown in quicksand pulling in the mimes that Karl's kensai hired to annoy Rich's ninja, Gamma World mutants with a "Nixon 5" solar-nuclear rocket that wasn't guarded well-enough to stop samurai from stealing it, an easily-created Indiana Jones cross-over with D&D rules, and an easily-created Vietnam-War-as-seen-in-Magnum-PI-flashbacks crossover. :)

Who needs HPL to get madness going.

Call me a cantankerous specimen of elder flatulence, but Cthulhu d20 does Jack and Diddy for me, and Jack left town. The "classic" Cthulhu system is simple enough that the rules don't get in the way of all that down-home madness and horror that makes the game worth playing. I prefer my madness unfiltered, thank you very much!

And, he says in that "in for a penny, in for a pound" mentality, the idea of Cthulhu Now isn't so hot either, now that I think of it. Cthulhu is something best set in the 1920's-30's, with some notable exceptions taking place in the 1890's. It's far easier to get Investigators into situations of isolation and ignorance when playing "in the old days," as opposed to today's modern information age and cel phones for everyone.

This tangent has been brought to you by Dunkin Donuts coffee and a lovely onion bagel with cream cheese. :cool:

Col_Pladoh

Friday, 23rd September, 2005, 06:14 PM

No comment from me about D20...

:uhoh:
Gary

Henry

Friday, 23rd September, 2005, 06:30 PM

Quote:

*Originally Posted by **StupidSmurf***

The "classic" Cthulhu system is simple enough that the rules don't get in the way of all that down-home madness and horror that makes the game worth playing.

For one-shots, I like it myself. However, I can't get my players to play more than singles of the old BRP system, because they get bored with all the hopelessness, and start amusing themselves by becoming suicidal. :) When they play Td20STSNBN, however, they get false hope.

I like false hope. :)

But that's enough of my hijacking Gary's thread...

grodog

Saturday, 24th September, 2005, 06:33 AM

Quote:

*Originally Posted by **Col_Pladoh***

Well, Iggwilv could be anywhere it seemed a good place for her to have living or other sort of quarters :eek: If the party were sufficiently strong, they could indeed have an encounter with that lovely lady... :lol:

Are you specifically alluding to her use of *gates* in her lairs, Gary, or are you just saying that I could plunk her down anywhere I wanted to do so? (Which I've already done, of course, in the mountain known as Iggwilv's Horn [her primary lair near the Caverns, which were sort of her hidey hole/bolt hole], in her lair in the Hellfurnaces [based on the original Wintercon background, which sets the Lost Caverns near the Sea of Dust], and in some other locations only accessible by *gates* [trapped ones, of course, a la Farmer's World of Tiers]).

Quote:

As for the underground sea think of it more as what would be encountered from further explorations in the D# module, part of the great Underdark. The Black Reservoir level is tiny compred to the former body of water, and the reservoir is filled with large supporting pillars too...although the sea monster dwelling in its waters doesn't mind the obstructions :uhoh:

Hmmm, something the size of D3's sea is quite a bit larger than I would have expected: perhaps some islands down hide Iggwilv's additional demesnes....

Col_Pladoh

Saturday, 24th September, 2005, 02:58 PM

Alan, either works with me. As another fan of Farmer's "Created Universes" series, I used gates generally, although Iggwilv is capable of transpiring herself to various known locations without such aid.

Cheers,
Gary

Joël of the FoS

Saturday, 24th September, 2005, 05:25 PM

HPL fan here too. Before reading this thread, I was sure Illithid's appearance were greatly inspired from Cthulhu. Interesting mise au point ;)

Back on the "page before" of this monstrous thread, i.e. planning for a DM (no, not the puns!), I also like to keep my adventures as much free form as possible, and react to the players decisions and mood to keep the game interesting. Doesn't mean I do not plan my games, I just put on a paper a list of possible encounters, interesting NPCs, adventure hooks, cool optional links between things, etc.

Joël

Col_Pladoh

Saturday, 24th September, 2005, 05:39 PM

Quote:

*Originally Posted by **Joël of the FoS***

HPL fan here too. Before reading this thread, I was sure Illithid's appearance were greatly inspired from Cthulhu. Interesting mise au point ;)

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Joël

Right!

The GM should always have a plan in mind even when running the session by the seat of his pants. However...

At one of the mini-cons TSR used to sponsor--Spring Revel, Autumn Revel, and Winter Fantasy--I promised a group of MDG gamers there assisting in running events that I would DM an AD&D session for them on Sunday. Hurriedly leaving my house early that Sunday morning I grabbed the folder of maps and notes I had prepared for the special session.

When I sat down to run the game I found I had a folder of memo copies about some company business. Oops! I just winged the next four hours, and only one of the group suspected that I was doing that. When I told them after the session ended what a gaff I had pulled, there was nary a complaint, for the adventure had been a good one...whew!

:heh:
Gary

Joël of the FoS

Saturday, 24th September, 2005, 07:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

When I sat down to run the game I found I had a folder of memo copies about some company business. Oops! I just winged the next four hours, and only one of the group suspected that I was doing that. When I told them after the session ended what a gaff I had pulled, there was nary a complaint, for the adventure had been a good one...whew!

lol That's indeed more complicated for the DM to make a good job :) (especially after a couple St-Ambroise :))

But still I think most DM should be able to improvise from the plan /scenario as often as possible. The job of a DM isn't to follow a scenario, it is to entertain :) So the DM should always keep the players on their toes by mixing calm moments and rushing encounters, as he see fit for the game mood.

I don't understand experienced people complaining about a bad adventure they bought. If you don't like parts of it, well change it, or make the game go faster to the next cool parts.

Joël

Col_Pladoh

Saturday, 24th September, 2005, 07:47 PM

Quote:

*Originally Posted by **Joël of the FoS***

**lol* That's indeed more complicated for the DM to make a good job :) (especially after a couple St-Ambroise :))*

But still I think most DM should be able to improvise from the plan /scenario as often as possible. The job of a DM isn't to follow a scenario, it is to entertain :) So the DM should always keep the players on their toes by mixing calm moments and rushing encounters, as he see fit for the game mood.

I don't understand experienced people complaining about a bad adventure they bought. If you don't like parts of it, well change it, or make the game go faster to the next cool parts.

Joël

Agreed on all counts!

I seldom enjoy a libation when GMong unless the group wants a wide-open rip-roarer, and even then I have to be in the proper mood for same :eek:

As for creative improvisation, I do that both ways, some play-test material navermaking it into print, and a lot of new material created on the spot comes into play when i am using something written, regardless of the author, me or another :)

Cheers,
Gary

VirgilCaine

Sunday, 25th September, 2005, 03:34 AM

Quote:

*Originally Posted by **Col_Pladoh***

Cable has a channel that has Kolchak re-runs...Can't recall which it is, naturally:(

Cheers,

Gary

Scifi. Occasionally.

haakon1

Sunday, 25th September, 2005, 07:02 AM

Quote:

Originally Posted by **StupidSmurf**

The "classic" Cthulhu system is simple enough that the rules don't get in the way of all that down-home madness and horror that makes the game worth playing. I prefer my madness unfiltered, thank you very much!

I don't have Cthulhu D20 to play it, but to steal monsters, if I ever need them, and to look at the funky pictures. :)

I've never PLAYED any version of Cthulhu.

haakon1

Sunday, 25th September, 2005, 07:18 AM

Quote:

Originally Posted by **Col_Pladoh**

I just winged the next four hours, and only one of the group suspected that I was doing that. When I told them after the session ended what a gaff I had pulled, there was nary a complaint, for the adventure had been a good one...whew!

I'm shocked to here that Gary Gygax can wing a pretty good AD&D adventure.
:p

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Gary Gygax Q&A, Part IX

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haakon1

Sunday, 25th September, 2005, 07:32 AM

Quote:

*Originally Posted by **Col_Pladoh***

a lot of new material created on the spot comes into play when i am using something written, regardless of the author, me or another ;)

That reminds me, I often "invent" personalities for NPC's who were just stats. As in orc #3, the guy with 7 hp, becomes Mr. Tough Orc when 3 hits can't kill him and he gets away. Or somebody else becomes some other kind of orc, Mr. Sneaky Orc or Mr. Cowardly Orc.

I guess everybody does that . . . you can't DM without giving the monsters a bit of personality, either before or during play. But I try to remember it, if the monster survives the encounter.

Col_Pladoh

Sunday, 25th September, 2005, 03:21 PM

Quote:

*Originally Posted by **haakon1***

I'm shocked to here that Gary Gygax can wing a pretty good AD&D adventure.

:p

Well, I do get a big "Duh!" for that, don't I? :uhoh:

As I made up all of the stuff I did winging it, it is rather obvious that I should be able to do so or nothing would have been done, eh?

:o

Gary

Gentlegamer

Sunday, 25th September, 2005, 08:24 PM

As a bit of brief commentary, I think the measure of a good RPG system is one that makes it easy for the GM to "wing it" if needed or preferred.

Col_Pladoh

Sunday, 25th September, 2005, 11:08 PM

Quote:

*Originally Posted by **Gentlegamer***

As a bit of brief commentary, I think the measure of a good RPG system is one that makes it easy for the GM to "wing it" if needed or preferred.

With that statement I have complete agreement. the system should facilitate free innovation and intuitive play seem natural. That's a tall order when dealing with fantasy and magic.

Cheers,

Gary

Col_Pladoh

Monday, 26th September, 2005, 09:58 PM

Howdy!

I thought I should mention that I am currently coordinating a group of 18 (we need one more to completely fill the 19 slots) designers that are now at work creating modules detailing the entrie tonw descibed in *Castle Zagyg Yggsburgh Part I*.

This is an exciting project, but it is keeping me pretty busy. My reading time has suffered accorngly, and it took me a full week to finish Churchill's *History of the English-Speaking Peoples*, Vol. I. I am about to begin a two-volume history of the Old Northwest, even as I maintain my regular study of the *Bible*, then go back to reading fiction--fantasy, SF, and "Nero Wolfe" mysteries--for a while. I have about 25 books in the stack to be read.

So. now back to email, board posts, and hopefully a bit of history reading :D

Cheers,

Gary

Chaos Sword

Thursday, 29th September, 2005, 03:12 AM

Hi Gary

As I was growing up you were one of my biggest influences. I have played since the late 70's and continue to enjoy this game that you created. Many thanks.

Humbly,
Chaos Sword

Omand

Thursday, 29th September, 2005, 03:44 AM

Gary,

First, a thanks for the creating the genre and the game we all still talk and play (in whatever form).

Now a question. I know that you did not write the module White Plume Mountain, but did you have any input into its design? Did you run your gaming group through it? If so, do you have any tales about White Plume Mountain to share with us?

Thanks,

Cheers :)

Col_Pladoh

Thursday, 29th September, 2005, 05:30 PM

Quote:

*Originally Posted by **Chaos Sword***

Hi Gary

As I was growing up you were one of my biggest influences. I have played since the late 70's and continue to enjoy this game that you created. Many thanks.

*Humbly,
Chaos Sword*

Heh...

An influence for the positive I do hope :uhoh:

Cheerio,
Gary

Col_Pladoh

Thursday, 29th September, 2005, 05:33 PM

Quote:

*Originally Posted by **Omand***

Gary,

First, a thanks for the creating the genre and the game we all still talk and play (in whatever form).

Now a question. I know that you did not write the module White Plume Mountain, but did you have any input into its design? Did you run your gaming group through it? If so, do you have any tales about White Plume Mountain to share with us?

Thanks,

Cheers :)

when i determined that TSR needed some in-house designers, I put out a call for applicants, and Lawrence Schick was amongst the few I considered, eventually hires. The work he submitted with his resume was *White Plume Mountain*. On the strength of that I put him on the payroll, and we proceeded to publish the adventure.

Cheers,
Gary

Levi Kornelsen

Thursday, 29th September, 2005, 10:00 PM

Gary;

Apologies if this has been asked before...

There has, in the past, been some amount of debate concerning your writing style in gamebooks. Your admirers have often stated that they greatly enjoy reading your work, including the extensive use of unusual phrases and words, as they can learn and expand their vocabulary while they read. Other pundits have, with equal regularity, tended to reply that they find this to be a less-enjoyable way of writing, with varying degrees of vitriol and varying levels of reasoning involved.

I'm curious; do you have anything to say on the topic?

Col_Pladoh

Thursday, 29th September, 2005, 10:10 PM

Quote:

*Originally Posted by **Levi Kornelsen***

Gary;

Apologies if this has been asked before...

There has, in the past, been some amount of debate concerning your writing style in gamebooks. Your admirers have often stated that they greatly enjoy reading your work, including the extensive use of unusual phrases and words, as they can learn and expand their vocabulary while they read. Other pundits have, with equal regularity, tended to reply that they find this to be a less-enjoyable way of writing, with varying degrees of vitriol and varying levels of reasoning involved.

I'm curious; do you have anything to say on the topic?

I write as I write, what more can I say.

I can, however, add, that my versions of the D&D game have sold more copies than those not authored by me, and that many of my adventure scenarios are called "classic" and spin-offs of them written and produced with considerable sales success. Can the detractors of my work point to such acceptance of their notions of how RPG material can be better written? :lol:

Cheers,
Gary

Levi Kornelsen

Thursday, 29th September, 2005, 10:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

Can the detractors of my work point to such acceptance of their notions of how RPG material can be better written?

Point.

And, thanks for the quick response!

Col_Pladoh

Thursday, 29th September, 2005, 11:28 PM

Quote:

*Originally Posted by **Levi Kornelsen***

Point.

And, thanks for the quick response!

Welcome:)

To elaborate as a matter of fact...

I regularly hear in-person and in email and letter communications from fellow gamers how much they appreciate the style of my writing, how much it has assisted them in various ways. The most frequently cited work in this regard is the DMG.

I don't expect to please everyone, of course. that's impossible, as I note in one of my sigs:

"He who publishes a book runs a great hazard, since nothing can be more impossible than to compose one that may secure the approbation of every reader." Cervantes

Of course I sometimes use this one:

"The envious only hate the excellence they cannot reach." From a letter to Thomas Jefferson as quoted by Dumas Malone in his six volume work, Jefferson and His Times.

:lol:

Cheers,
Gary

haakon1

Friday, 30th September, 2005, 02:49 AM

Quote:

*Originally Posted by **Col_Pladoh***

I write as I write, what more can I say.

I suppose you could say where you learned your vocabulary.

I've always assumed it was from reading extensively in dusty old tomes, rather than from being an English major at the University of Wisconsin or something.

(In my case, I got an 800 Verbal 'cause my dad's an English professor and my mom's an editor; they met in grad school, both studying English. However, people look at you funny if you use professorial diction in quotidian settings, so I generally tone it down to a plebian level. That said, I liked Gary's writing far better than the 2nd Edition written grade 6 reading level stuff. ;))

w_earle_wheeler

Friday, 30th September, 2005, 10:45 AM

Gygax Bibliography

Is there an official or current Gary Gygax bibliography available on the web?

A quick Google search uncovered a few lists, but they appear to be incomplete.

Drkfathr1

Friday, 30th September, 2005, 02:17 PM

Hey Gary,

I love reading these threads, and I love how you remain an active member of the community. Plus, I'd like to say thanks for creating a game that finally allowed me to use my creativity and imagination in a way that nothing else ever had.

I finally have my first question for you!

I've noticed that in recent years (though its probably an old problem), that a lot of DM's/GM's/Gamemasters seem to need everything presented to them in a tidy little package that spells out every tactic, every thought, and every possible action of the NPC's, but when it's not, they consider a product to be "bad design".

Would you agree that the problem is more "bad DM"?

Personally, I find products like that to be very DM friendly, because it allows me to run the encounters according to my own style, and according to the style of my players.

Col_Pladoh

Friday, 30th September, 2005, 04:20 PM

Quote:

*Originally Posted by **haakon1***

I suppose you could say where you learned your vocabulary.

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(In my case, I got an 800 Verbal 'cause my dad's an English professor and my mom's an editor; they met in grad school, both studying English. However, people look at you funny if you use professorial diction in quotidian settings, so I generally tone it down to a plebian level. That said, I liked Gary's writing far better than the 2nd Edition written grade 6 reading level stuff. ;))

My parents, particularly my mother, encouraged me to gain a command of language. She read to me, and encouraged me to read on my own--I preferred being read to, but it soon became evident to me that to get all the reading I desired I'd have to go it on my own.

Later she would challenge me to compete against her in the *Reader's Digest* "It pays to increase your word power" tests, and I hated to lose as at first I did regularly.

Many of the friends I associated with also had large vocabularies, and so it only seems natural to me to use the best word one knows to describe or convey information, the one that best conveys what is meant.

Cheers,
Gary

Col_Pladoh

Friday, 30th September, 2005, 04:33 PM

Quote:

*Originally Posted by **w_earle_wheeler***

Is there an official or current Gary Gygax bibliography available on the web?

A quick Google search uncovered a few lists, but they appear to be incomplete.

I don't believe that there is a complete one. Even the one I have compiled is missing most of the early article and other work I published in various gaming and like fanzines, and likely some are lost.

Cheers,
Gary

Col_Pladoh

Friday, 30th September, 2005, 04:42 PM

Quote:

Originally Posted by **Drkfathr1**

Hey Gary,

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A sharing, of course. As with putting my imaginative ideas onto paper for others to use in creating their own worlds of adventure.

Quote:

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Personally, I find products like that to be very DM friendly, because it allows me to run the encounters according to my own style, and according to the style of my players.

Not surprisingly, I concur with your assessment.

This is not to belittle the GMs and players that want so much direction. It is more a matter of their lacking the proper encouragement and training so as to be able to use their own creativity, imagination, and innovation when they play.

In all, there will always be those who find more enjoyment "going by the book."

Cheers,
Gary

Zudrak

Friday, 30th September, 2005, 07:21 PM

Quote:

Originally Posted by **Col_Pladoh**

Quote:

Originally Posted by **Drkfathr1**

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In all, there will always be those who find more enjoyment "going by the book."

To differentiate, from now on all products that would be considered poor in design by the type of GM's to which Drkfathr1 referred will now be sold with a free clothespin with a piece of string attached, so that the buyer will know which products lead them by the nose. :]

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Gary Gyax Q&A, Part IX

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Col_Pladoh

Friday, 30th September, 2005, 08:17 PM

Quote:

Originally Posted by **Zudrak**

To differentiate, from now on all products that would be considered poor in design by the type of GM's to which Drkfathr1 referred will now be sold with a free clothespin with a piece of string attached, so that the buyer will know which products lead them by the nose. :]

Now, now! Be kind.

Make that a bit and bridle, and I can endorse the concept :lol:

Cheers,
Gary

Zudrak

Saturday, 1st October, 2005, 05:16 AM

Quote:

Originally Posted by **Col_Pladoh**

Now, now! Be kind.

Make that a bit and bridle, and I can endorse the concept :lol:

Cheers,
Gary

Whoa...! I seem to have ridden more than I should have. I'd best saddle down and remove the hoof from my mouth. For those that were offended by my bray-zen remarks, be assured I was only horsing around. There are two neighs of refereeing an RPG and I much prefer the seat of the pants method: You have the reigns of the campaign in hand and can go wherever the dogies (PC's -- rather crude analogy/pun, I know) want to git without falling off your mount and re-trotting to your library of books.

Col_Pladoh

Saturday, 1st October, 2005, 03:55 PM

Quote:

Originally Posted by **Zudrak**

Whoa...! I seem to have ridden more than I should have. I'd best saddle down and remove the hoof from my mouth. For those that were offended by my bray-zen remarks, be assured I was only horsing around. There are two neighs of refereeing an RPG and I much prefer the seat of the pants method: You have the reigns of the campaign in hand and can go wherever the dogies (PC's -- rather crude analogy/pun, I know) want to git without falling off your mount and re-trotting to your library of books.

All I can say to that is that you are cinch to spur on and ride those who hold the other view. You were surely feeling your oats when you wrote such inflammatory fodder.

Heh,
Gary

dcas

Monday, 3rd October, 2005, 01:27 AM

I think this old nag is lame.

BOZ

Monday, 3rd October, 2005, 06:39 AM

time for the glue factory!

Edena_of_Neith

Monday, 3rd October, 2005, 08:56 AM

Hey there. Edena_of_Neith here. Greetings and salutations to you, Gary.

I have a rather frivolous set of questions:

Have you read my humorous post on drow? (my first post in the thread in this forum titled: I Must Protest. The Drow are not like that!)

If yes ...

... did you find it humorous?

What is your reaction to my blasphemous portrayal of the dark elves?

(After all, they are your creation, and I have argued they must be gentle, loving, shy, and demure people. :))

And (HORRORS) does such a drow society, or a drow society similar to that described, exist anywhere on Oerth?

Col_Pladoh

Monday, 3rd October, 2005, 02:46 PM

Quote:

*Originally Posted by **dcas***

I think this old nag is lame.

That's for shoe, but keep plugging anyway:)

Cheers,
Gary

Col_Pladoh

Monday, 3rd October, 2005, 02:47 PM

Quote:

*Originally Posted by **BOZ***

time for the glue factory!

Hide me from the glue factory. I refuse to hoof it there.

Cherers,
Gary

Col_Pladoh

Monday, 3rd October, 2005, 02:51 PM

Quote:

*Originally Posted by **Edena_of_Neith***

Hey there. Edena_of_Neith here. Greetings and salutations to you, Gary.

I have a rather frivolous set of questions:

Have you read my humorous post on drow? (my first post in the thread in this forum titled: I Must Protest. The Drow are not like that!)

If yes ...

... did you find it humorous?

What is your reaction to my blasphemous portrayal of the dark elves?

(After all, they are your creation, and I have argued they must be gentle, loving, shy, and demure people. :))

And (HORRORS) does such a drow society, or a drow society similar to that described, exist anywhere on Oerth?

Indeed,

I read it and found it amusing, an obvious spoof.

As to the existance of such a community, no, I never contemplated a similar community of Drow dwelling on the Oerth. That would be rather akin to herbivorous spiders...

:lol:
Gary

haakon1

Monday, 3rd October, 2005, 11:05 PM

Quote:

*Originally Posted by **Col_Pladoh***

My parents, particularly my mother, encouraged me to gain a command of language. She read to me, and encouraged me to read on my own--I preferred being read to, but it soon became evident to me that to get all the reading I desired I'd have to go it on my own.

Later she would challenge me to compete against her in the Reader's Digest "It pays to increase your word power" tests, and I hated to lose as at first I did regularly.

Many of the friends I associated with also had large vocabularies, and so it only seems natural to me to use the best word one knows to describe or convey information, the one that best conveys what is meant.

Aww. My mom used to read to me too, some of it near-fantasy like "The Wind in the Willows". Those are some good parenting tips, I think -- I like her making vocabulary into a competitive game.

Col_Pladoh

Monday, 3rd October, 2005, 11:39 PM

Quote:

Originally Posted by **haakon1**

Aww. My mom used to read to me too, some of it near-fantasy like "The Wind in the Willows". Those are some good parenting tips, I think -- I like her making vocabulary into a competitive game.

That competition aided me greatly in comprehending many of the books I decided I wished to read, such as Poe and some old history books in grandfather's library.

Cheers,
Gary

airwalkrr

Saturday, 8th October, 2005, 11:10 AM

Gary,

It's so much fun to read your responses to these questions and reminisce about old times of older editions and such. Until recently, I never paid much attention to these Q&A threads because they were so long! But I've been going back and reading them and there is a wealth of interesting information. Anyway...

I know you don't particularly care for WoG much anymore, but perhaps you could deign to answer a question about lost lore from a diehard fan of the richest campaign setting. It is my understanding that you were at some point working on a supplement that detailed the city of Stoink in the Bandit Lands entitled *The Wasp's Nest* or something like that. What ever happened to that supplement and is it possible there are still remnants of the work that was done on it? The Wasp's Nest is one of my favorite locales. Thanks!

Col_Pladoh

Saturday, 8th October, 2005, 04:37 PM

Quote:

Originally Posted by **airwalkrr**

Gary,

It's so much fun to read your responses to these questions and reminisce about old times of older editions and such. Until recently, I never paid much attention to these Q&A threads because they were so long! But I've been going back and reading them and there is a wealth of interesting information. Anyway...

Howdy Airwalker:)

Glad to provide some reading entertainment, of course.

Speaking of that, an old associate, Bill Speer, one of the co-founders of the International Federation of Wargaming (with Scott Duncan and me) just sent some old black & white pics form the first IFW gaming con out in Malvern PA in 1967, and that was a revelation. Now most everyone depicted looks like a kid to me...(just as I look like an old fart to most everyone) :lol:

Quote:

I know you don't particularly care for WoG much anymore, but perhaps you could deign to answer a question about lost lore from a diehard fan of the richest campaign setting. It is my understanding that you were at some point working on a supplement that detailed the city of Stoink in the Bandit Lands entitled The Wasp's Nest or something like that. What ever happened to that supplement and is it possible there are still remnants of the work that was done on it? The Wasp's Nest is one of my favorite locales. Thanks!

Sadly...

All of my notes and the Stoink map were purloined when Lorraine Williams took over TSR. Thus I am a loss to add anything, other than to say that I had much fun devising and having the PCs adventure in Stoink, "The Wasps' Nest" as it were. The whole place was designed for felonious activity, double-dealing, and thuggery. It saddened me a lot to have to forget further development, as was the case with Shadowland and a couple of areas of the Flanaess I had hoped to ser adventure modules in--the Rift, Scarlet Brotherhood, and the jungles of Hepmonoland in particular.

Cheers,
Gary

Cheers,
Gary

haakon1

Monday, 10th October, 2005, 09:08 PM

D&D Movie

Gary - Did you see the D&D 2 movie on SciFi? I thought it was far closer to the game, and a much better movie, than D&D 1. I'm guessing you had no involvement in either movie, and maybe haven't seen 'em?

Anyhow, both movies are like "fan fiction" of homebrew campaigns, not official TSR/WOTC IP everywhere, but D&D 2 has a lot of 1st Edition references -- the party veterans mention in passing Jubilex, the Barrier Peaks, the Shrine of the Kuo-Toa, and the Ghost Tower of Inverness. :D

jdrameh

Monday, 10th October, 2005, 09:11 PM

Quote:

Originally Posted by **haakon1**

Gary - Did you see the D&D 2 movie on SciFi? I thought it was far closer to the game, and a much better movie, than D&D 1. I'm guessing you had no involvement in either movie, and maybe haven't seen 'em?

Dude - he's in the first D&D movie ;)

[Edit: My bad. I guess that was Dave Arneson.]

Col_Pladoh

Monday, 10th October, 2005, 10:13 PM

Quote:

Originally Posted by **haakon1**

Gary - Did you see the D&D 2 movie on SciFi? I thought it was far closer to the game, and a much better movie, than D&D 1. I'm guessing you had no involvement in either movie, and maybe haven't seen 'em?

Anyhow, both movies are like "fan fiction" of homebrew campaigns, not official TSR/WOTC IP everywhere, but D&D 2 has a lot of 1st Edition references -- the party veterans mention in passing Jubilex, the Barrier Peaks, the Shrine of the Kuo-Toa, and the Ghost Tower of Inverness. :D

Indeed, I had the misfortune of seeing the first D&D movie, nothing to do with it.

The same is true of the new, second movie, but thankfully it was much better I thought. The producers gave me a private showing, and then had me do a spot on the DVD version commenting on the film, so I had "something" to do with it--answer questions after the fact. I really liked the thief character in the new one:)

Cheers,
Gary

Col_Pladoh

Monday, 10th October, 2005, 10:15 PM

Quote:

Originally Posted by **jdrakeh**

Dude - he's in the first D&D movie ;)

[Edit: My bad. I guess that was Dave Arneson.]

Oops!

Right. It was Dave Arneson, and he would have been disturbed had you not remembered it was he is in that movie, not me;)

Cheers,
Gary

Joseph Elric Smith

Monday, 10th October, 2005, 10:17 PM

Hmm going to have to rent the DVD so I can hear your comments
Ken

Quote:

Originally Posted by **Col_Pladoh**

Indeed, I had the misfortune of seeing the first D&D movie, nothing to do with it.

The same is true of the new, second movie, but thankfully it was much better I thought. The producers gave me a private showing, and then had me do a spot on the DVD version commenting on the film, so I had "something" to do with it--answer questions after the fact. I really liked the thief character in the new one:)

Cheers,
Gary

Col_Pladoh

Monday, 10th October, 2005, 10:24 PM

Quote:

Originally Posted by **Joseph Elric Smith**

Hmm going to have to rent the DVD so I can hear your comments
Ken

I suspect the producses hoped you'd BUY the DVD because of my appearance :lol:

Cheers,
Gary

Joseph Elric Smith

Monday, 10th October, 2005, 10:31 PM

Well I have to see it first before I buy it, then send it to you for your autograph. :)
ken

Quote:

*Originally Posted by **Col_Pladoh***

I suspect the produces hoped you'd BUY the DVD because of my appearance :lol:

*Cheers,
Gary*

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Gary Gygax Q&A, Part IX

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VirgilCaine

Tuesday, 11th October, 2005, 02:03 AM

Quote:

*Originally Posted by **Col_Pladoh***

I really liked the thief character in the new one;)

Oh, yeah. Nim's the best.

Col_Pladoh

Tuesday, 11th October, 2005, 03:38 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

Well I have to see it first before I buy it, then send it to you for your autograph. :)
ken

Good plan...

Better to bring it to the LGGC and have it autographed :D

Cheers,
Gary

Joseph Elric Smith

Wednesday, 12th October, 2005, 12:39 AM

Will do, already put my request in at work for next year to make sure Maggie and I can make it
ken

Quote:

*Originally Posted by **Col_Pladoh***

Good plan...

Better to bring it to the LGGC and have it autographed :D

Cheers,
Gary

Col_Pladoh

Wednesday, 12th October, 2005, 06:51 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

Will do, already put my request in at work for next year to make sure Maggie and I can make it
ken

that's just excellent, Ken.

There is plenty for non-game-nut family members to do here in Lake Geneva too. A number of fellows are bringing their families simply to have them enjoy the local attractions.

So see you and Maggie again after some years time this coming July :D

Cheers,
Gary

StupidSmurf

Wednesday, 12th October, 2005, 07:31 PM

Say, Gary.... Have you had the chance to check out the "word play game" topic here? Not only is it hysterical, I'd guess it would be right up your alley, given your love of punnery and wordsmithing! :)

Col_Pladoh

Thursday, 13th October, 2005, 02:23 AM

Quote:

*Originally Posted by **StupidSmurf***

Say, Gary.... Have you had the chance to check out the "word play game" topic here? Not only is it hysterical, I'd guess it would be right up your alley, given your love of punnery and wordsmithing! ;)

Thanks for the heads up, but I am sufficiently busy right now so as to avoid getting involved in more :uhoh: Coordinating a group of 19 freelance module designers is keeping me well amused...

Cheers,
Gary

haakon1

Thursday, 13th October, 2005, 08:02 AM

Quote:

*Originally Posted by **Col_Pladoh***

I suspect the producrs hoped you'd BUY the DVD because of my appearance :lol:

*Cheers,
Gary*

I will. Though I might have bought it anyhow.

You know, I even gave half a thought to seeing D&D 1 again, just to find out what the heck role Arneson played, but . . . no, definitely no, on full thought. :)\

Soel

Thursday, 13th October, 2005, 09:59 AM

Hello, Gary!

I don't know if you've covered this question before (very likely, I'd guess,) but I would like to ask you about your initial inspiration for coming up with differing distinctions for the fiendish creatures. Mainly, what caused you (taking an assumption it was your idea to do this,) to separate the classical demon into demons and devils and others?

I can understand having a hell, but I guess another part of the question is, why were other lower planes of existence created?

Thanx in advance!

Col_Pladoh

Thursday, 13th October, 2005, 03:56 PM

Quote:

*Originally Posted by **haakon1***

I will. Though I might have bought it anyhow.

You know, I even gave half a thought to seeing D&D 1 again, just to find out what the heck role Arneson played, but . . . no, definitely no, on full thought. :)

Heh...

Someone told me that Dave was in the background as one of the assembled mages or whatever in the big audience hall.

Cheers,
Gary

Col_Pladoh

Thursday, 13th October, 2005, 04:01 PM

Quote:

*Originally Posted by **Soel***

Hello, Gary!

I don't know if you've covered this question before (very likely, I'd guess,) but I would like to ask you about your initial inspiration for coming up with differing distinctions for the fiendish creatures. Mainly, what caused you (taking an assumption it was your idea to do this,) to separate the classical demon into demons and devils and others?

I can understand having a hell, but I guess another part of the question is, why were other lower planes of existence created?

Thanx in advance!

Howdy Soel,

The separation of demons and devils followed rather naturally from the use of the alignments. Demons in mythology are typically depicted as being brutish and chaotic, while devils are more orderly and cunning, so there you have the distinction.

The lower planes were drawn from mythology as well, those being the realms of evil, the evil dead, and whatever was malign.

Cheers,
Gary

Orius

Thursday, 13th October, 2005, 06:27 PM

Quote:

*Originally Posted by **Col_Pladoh***

I suspect the producers hoped you'd BUY the DVD because of my appearance :lol:

Ha! That's what Blockbuster is for. :)

Still, I do admit that hearing your commentary on the film does give me an added incentive to want to watch this movie. I always enjoy the interesting commentaries.

Col_Pladoh

Thursday, 13th October, 2005, 07:44 PM

Quote:

*Originally Posted by **Orius***

Ha! That's what Blockbuster is for. :)

Still, I do admit that hearing your commentary on the film does give me an added incentive to want to watch this movie. I always enjoy the interesting commentaries.

As a matter of fact I was very hesitant about being included in the extended DVD, turned down a trip to the West Coast to see the movie and give an interview. After speaking with the producers, I agreed to having someone come here to my place. After I viewed the new film I was quite agreeable to giving an interview, as it was much better than the first D&D movie.

Cheers,
Gary

StupidSmurf

Thursday, 13th October, 2005, 07:56 PM

Quote:

*Originally Posted by **Col_Pladoh***

As a matter of fact I was very hesitant about being included in the extended DVD, turned down a trip to the West Coast to see the movie and give an interview. After speaking with the producers, I agreed to having someone come here to my place. After I viewed the new film I was quite agreeable to giving an interview, as it was much better than the first D&D movie.

*Cheers,
Gary*

Dagnabbit...I missed the movie. Oh well...since it's on the SF Channel, it should be repeated like, what, 58 gazillion times? :)

gideon_thorne

Thursday, 13th October, 2005, 08:01 PM

Quote:

*Originally Posted by **StupidSmurf***

Dagnabbit...I missed the movie. Oh well...since it's on the SF Channel, it should be repeated like, what, 58 gazillion times? :)

I think it's supposed to be on tonight at 8 actually. :)

Col_Pladoh

Thursday, 13th October, 2005, 08:26 PM

Quote:

*Originally Posted by **StupidSmurf***

Dagnabbit...I missed the movie. Oh well...since it's on the SF Channel, it should be repeated like, what, 58 gazillion times? :)

Don't get all het up about seeing it, as the first one was pretty marginal. If it hadn't been "D&D" it might have become popular as a campy bad fantasy film, but...even Jeremy Irons seemed to dislike being in it, played Boris Karloff playing Jeremy Irons playing his part:\

Cheers,
Gary

Edena_of_Neith

Friday, 14th October, 2005, 12:23 PM

Gary, this is Edena_of_Neith. I have another relatively frivolous question. I hope these questions are ok within this thread.

I am a fan of Stephen Donaldson and his Chronicles of Thomas Covenant the Unbeliever (First, Second, and now Last Chronicles.)
If you have read any of these books ...

In 1st and 2nd Edition terms, what classes and terminology would you employ to define the Lords and Loresraat? The Woodhelvenin and Stonedowners? The Haruchai (normal monks are not so strong.) The Ramen and Raynhim? The Giants? The Waynhim, Ur-Viles, and Cavewights? The Lurker of the Sarangrave?

And, in an attempt at humor here ... if Thomas Covenant showed up on Oerth, in the Flanaess, and started with his usual 'This place doesn't exist! The Flanaess is a dream!' and yet his Wild Magic started affecting things, how would Mordenkainen and your other PCs react? (Let's even say that Vecna, Acererak, luz, or even Ivid, played the Lord Foul here.)

If you will allow, I have more questions of this type to ask, later on.

Col_Pladoh

Friday, 14th October, 2005, 04:09 PM

Quote:

*Originally Posted by **Edena_of_Neith***

Gary, this is Edena_of_Neith. I have another relatively frivolous question. I hope these questions are ok within this thread.

*I am a fan of Stephen Donaldson and his Chronicles of Thomas Covenant the Unbeliever (First, Second, and now Last Chronicles.)
If you have read any of these books ...*

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If you will allow, I have more questions of this type to ask, later on.

Howdy Pilgrim!

Your questions are quite acceptable, but...

As I am not a fan of the author in question I regret I am unable to give you any useful response :(

I am reading about the "Old Northwest" currently, so if you have any questions about Ohio, Michigan, Indiana, Illinois, or Wisconsin around 1800 to 1840, fire away :lol:

Cheers,
Gary

sinecure

Friday, 14th October, 2005, 09:47 PM

If Wisconsin became a state in 1948, and thereafter the Chippewa, Menominee, Oneida, Potawatomi and Winnebago tribes were displaced, given the extensive hyperborean winters, how did the state's heritage influence the creation of D&D?

Col_Pladoh

Friday, 14th October, 2005, 10:19 PM

Quote:

*Originally Posted by **sinecure***

If Wisconsin became a state in 1948, and thereafter the Chippewa, Menominee, Oneida, Potawatomi and Winnebago tribes were displaced, given the extensive hyperborean winters, how did the state's heritage influence the creation of D&D?

Err...

The last portion of your question is a non sequitor to the leading statements :uhoh: I can say that my maternal family settling in Wisconsin in 1838 supplied me with many an interesting tale of "frontier life" as told by my grandfather and grandmother. To the best of my knowledge the Potawatomi made regular summer encampment in the Lake Geneva area through about 1920.

Actually, the abandoned ruins of the five-story, red brick insane asylum (Oak Hill Sanatorium) that still stood here until c. 1958 were more influential in inspiring the D&D game than was the history you mentioned--the place had tunnels under it and "secret rooms" created by the boys who haunted the place. Such places were needed, for the police took a dim view of us being in the building.

Cheers,
Gary

Quote:

Originally Posted by **Col_Pladoh**

I am not a fan of the author in question

Rock on :cool:

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Ed Cha

Saturday, 15th October, 2005, 06:09 AM

Wow, this is the ninth Q&A with Gary and it has like a bajillion replies! I wonder what the total count of replies and views are for this series.

haakon1

Saturday, 15th October, 2005, 09:47 AM

Quote:

Originally Posted by Col_Pladoh

Actually, the abandoned ruins of the five-story, red brick insane asylum (Oak Hill Sanatorium) that still stood here until c. 1958 were more influential in inspiring the D&D game than was the history you mentioned--the place had tunnels under it and "secret rooms" created by the boys who haunted the place. Such places were needed, for the police took a dim view of us being in the building.

Random insane babblings inspired by the idea of sanitarium inspiring D&D:

Hmmm, now I have a Metallica song on the brain . . . which reminds me of them writing two songs about HP Lovecraft . . . which reminds me when I was living in Madison, somebody claimed Lovecraft was from Wisconsin . . . I figured Massachusetts or metro NY based on his settings. Why would a guy from Wisconsin right about coastal Massachusetts? On the other hand, he clearly wasn't from Antarctica, and he wrote about that too.

If Lovecraft was from Madison or Lake Geneva or something, then southern Wisconsin would have to be a weirdness magnet (an old GURPS rule), and Wisconsin's just not that weird. :confused:

Col_Pladoh

Saturday, 15th October, 2005, 03:57 PM

Quote:

Originally Posted by John Q. Mayhem

Rock on :cool:

A number of my firends really enjoy the Donaldson novels, but I could not get into them. No reflection on them or me... ;)

Cheers,
Gary

Col_Pladoh

Saturday, 15th October, 2005, 03:59 PM

Quote:

Originally Posted by Ed Cha

Wow, this is the ninth Q&A with Gary and it has like a bajillion replies! I wonder what the total count of replies and views are for this series.

If only I were receiving \$10 per post here I'd not be wanting for fine wine, champagne, even cognac and Cuban cigars... :lol:

:eek:
Gary

gideon_thorne

Saturday, 15th October, 2005, 04:05 PM

Quote:

Originally Posted by Col_Pladoh

A number of my firends really enjoy the Donaldson novels, but I could not get into them. No reflection on them or me... ;)

*Cheers,
Gary*

The author is a decent fellow and rather interesting to talk to. Especially when he gets into his wide array of travels. I just couldn't get into that series either. I have no real idea why? The story just seemed to plod on.

Col_Pladoh

Saturday, 15th October, 2005, 04:05 PM

Quote:

Originally Posted by **haakon1**

Random insane babblings inspired by the idea of sanitarium inspiring D&D:

Hmmm, now I have a Metallica song on the brain . . . which reminds me of them writing two songs about HP Lovecraft . . . which reminds me when I was living in Madison, somebody claimed Lovecraft was from Wisconsin . . . I figured Massachusetts or metro NY based on his settings. Why would a guy from Wisconsin right about coastal Massachusetts? On the other hand, he clearly wasn't from Antarctica, and he wrote about that too.

I do believe that HPL was from Down East, Massachusetts. His cadre of fellows who picked up the themes of his work were from all over, however.

Quote:

If Lovecraft was from Madison or Lake Geneva or something, then southern Wisconsin would have to be a weirdness magnet (an old GURPS rule), and Wisconsin's just not that weird. :confused:

Arkham House, the publisher of the "Lovecraftian" books is in Wisconsin, it being begun by the renowned horror author August Derleith, a native of Wisconsin, unless I am mistaken.

Wisconsin is a weird place in many respects, a center for the Spiritualist movement of the early 1900s, and other unusual things. For a most disconcerting experience read *Wisconsin Death Trip*.

Cheers,
Gary

Col_Pladoh

Saturday, 15th October, 2005, 04:09 PM

Quote:

Originally Posted by **gideon_thorne**

The author is a decent fellow and rather interesting to talk to. Especially when he gets into his wide array of travels. I just couldn't get into that series either. I have no real idea why? The story just seemed to plod on.

Sadly, I have never had the pleasure of meeting Mr. Donaldson. I generally like a more positive and upbeat sort of story, or at least one filled with blood and thunder :eek:

Cheers,
Gary

BOZ

Saturday, 15th October, 2005, 04:48 PM

Quote:

Originally Posted by **Ed Cha**

Wow, this is the ninth Q&A with Gary and it has like a bajillion replies! I wonder what the total count of replies and views are for this series.

more than the hivemind, probably. :)

Col_Pladoh

Saturday, 15th October, 2005, 04:49 PM

Quote:

Originally Posted by **BOZ**

more than the hivemind, probably. :)

That is the buzz... :uhoh:

:heh:
Gary

Joël of the FoS

Saturday, 15th October, 2005, 06:36 PM

Quote:

Originally Posted by **Col_Pladoh**

I do believe that HPL was from Down East, Massachusetts. His cadre of fellows who picked up the themes of his work were from all over, however.

Yep, from Rhode Island. He lived in New England all of his life, with a few trips outside this area (a few of them in Québec by the way).

Oh, and yes, I met him Summer of 2004. Here's the link to this memorable meeting: <http://www.fraternityofshadows.com/S...PLovecraft.htm> (see at the bottom, after a review of HPL's work).

Joël

haakon1

Saturday, 15th October, 2005, 07:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

I do believe that HPL was from Down East, Massachusetts. His cadre of fellows who picked up the themes of his work were from all over, however.

Arkham House, the publisher of the "Lovecraftian" books is in Wisconsin, it being begun by the renowned horror author August Derleith, a native of Wisconsin, unless I am mistaken.

I'm sure you're not -- now it finally makes sense, how this mistaken theory got started.

Quote:

*Originally Posted by **Col_Pladoh***

Wisconsin is a weird place in many respects, a center for the Spiritualist movement of the early 1900s, and other unusual things. For a most disconcerting experience read Wisconsin Death Trip.

And I thought the only weird thing about Wisconsin is that they call liverwurst "braunsweiger", and soda "pop". :p

haakon1

Saturday, 15th October, 2005, 07:13 PM

Quote:

*Originally Posted by **Joël of the FoS***

Yep, from Rhode Island. He lived in New England all of his life, with a few trips outside this area (a few of them in Québec by the way).

Thanks. As for your question of why there's not a celebration of weirdness over HPL in Providence, I posit two reasons:

- 1) Providence is very old money conservative. I wouldn't do.
- 2) Salem, MA, has all the celebration of the "occult" that New England can handle. It has a regional monopoly on witch-craft supplies, etc.

Col_Pladoh

Saturday, 15th October, 2005, 10:37 PM

Quote:

*Originally Posted by **Joël of the FoS***

Yep, from Rhode Island. He lived in New England all of his life, with a few trips outside this area (a few of them in Québec by the way).

Oh, and yes, I met him Summer of 2004. Here's the link to this memorial meeting: <http://www.fraternityofshadows.com/S...PLovecraft.htm> (see at the bottom, after a review of HPL's work).

Joël

Excellent Joel!

HPL departed the year before i was born BTW :uhoh:

Cheers,
Gary

Col_Pladoh

Saturday, 15th October, 2005, 10:40 PM

Quote:

*Originally Posted by **haakon1***

I'm sure you're not -- now it finally makes sense, how this mistaken theory got started.

Wisconsin took over from Arkham, having Arkham House not too distant from Gary's house :lol:

Quote:

And I thought the only weird thing about Wisconsin is that they call liverwurst "braunsweiger", and soda "pop". :p

Liverwurst if from Brunswick, properly Braunscheig, so we are correct in calling it by its proper name.

Also, anyone who knows anything knows it is soda POP, abbreviated as "pop," of course.

Now go and have a drink from the bubbler :]

:mad:
Gary
:lol:

gideon_thorne

Saturday, 15th October, 2005, 10:42 PM

Yet another random reading recommendation.

Jonathon Strange & Mr Norrel by Suzanna Clarke

Methinks, Gary and all, its a most enjoyable book. Magic mixed in the Napoleonic Era and full of dry humor.

Col_Pladoh

Sunday, 16th October, 2005, 01:50 AM

Quote:

*Originally Posted by **gideon_thorne***

Yet another random reading recomendation.

Jonathon Strange & Mr Norrel by Suzanna Clarke

Methinks, Gary and all, its a most enjoyable book. Magic mixed in the Napoleonic Era and full of dry humor.

I have about 30 books to read this autumn and winter, so... right now the *History of the Old Northwest* (Ohio, Michigan, Indiana, Illinois, and Wisconsin) in two (large) volumns is puting me to sleep, but I will finish it :]

Cheers,
Gary

WolvOrine

Sunday, 16th October, 2005, 05:00 PM

Quote:

*Originally Posted by **Col_Pladoh***

Wisconsin took over from Arkham, having Arkham House not too distant from Gary's house :lol:

Liverwurst if from Brunswick, properly Braunscheig, so we are correct in calling it by its proper name.

Also, anyone who knows anything knows it is soda POP, abbreviated as "pop," of course.

Now go and have a drink from the bubbler :]

*:mad:
Gary
:lol:*

It's so nice to see someone ELSE who knows these things. I can't count how many times I've had this conversation with someone. :P

Col_Pladoh

Sunday, 16th October, 2005, 05:10 PM

Quote:

*Originally Posted by **WolvOrine***

It's so nice to see someone ELSE who knows these things. I can't count how many times I've had this conversation with someone. :P

Oh Dear...

That means that there are at least two if us boring and tedious fellows here now :uhoh:

Shall we play a game of tiddly winks? :lol:

To tell all, not only did I have a 30mm force of Brunswick Napoleonic figurines, with the command figure waving aloft a braunschweiger sausage, but my mother actually bought me a game of tiddly winks when I was about nine years old, and I got pretty good at tiddling my winks on the formica kitchen table top.

Cheers,
Gary

P.S. The sausage, made from a piece of plastic sprue, had a yellow band, and I used an Oscar Meyer "wienie whistle" to order my troops into battle. Somehow the stuffy and overly serious Napoleonic Wars miniatures buffs I played with found that offensive, a sort of lesse majestie to their devotion to playing with toy soldiers :confused:

Quote:

Originally Posted by **Col_Pladoh**

Oh Dear...

That means that there are at least two if us boring and tedious fellows here now :uhoh:

Shall we play a game of tiddly winks? :lol:

To tell all, not only did I have a 30mm force of Brunswick Napoleonic figurines, with the command figure waving aloft a braunschweiger sausage, but my mother actually bought me a game of tiddly winks when I was about nine years old, and I got pretty good at tiddling my winks on the formica kitchen table top.

Cheers,
Gary

P.S. The sausage, made from a piece of plastic sprue, had a yellow band, and I used an Oscar Meyer "wienie whistle" to order my troops into battle. Somehow the stuffy and overly serious Napoleonic Wars miniatures buffs I played with found that offensive, a sort of lesse majestie to their devotion to playing with toy soldiers :confused:

While your knowledge of braunschweiger far outstrips mine, and I cannot even remember tiddly winks (although I'm certain I had such a game once), the story is absolutely hilarious. :)

My only question is, did you also sing "My commander has a first name, it's O-S-C-A-R"? ;)

Col_Pladoh

Sunday, 16th October, 2005, 05:45 PM

Quote:

Originally Posted by **Wolv0rine**

While your knowledge of braunschweiger far outstrips mine, and I cannot even remember tiddly winks (although I'm certain I had such a game once), the story is absolutely hilarious. :)

My only question is, did you also sing "My commander has a first name, it's O-S-C-A-R"? ;)

Tiddly winks consist of larger "tiddles" and the "winks", discs that one causes to fly up by pressing the "tiddle" upon the edge of the "wink" so as to cause then to soar into the cup and score a point. It isn't actually a bad game...

Would I had thought of that refrain, I am sure that my wargamer cohorts would have fled the field in horror. Damn! All I did was sound the four notes that were used in the old commercials, each representing the words, "Os-car Mey-er" :lol:

It seems Fortuna also resented my levity, for all too often the morale check to advance against the enemy failed, and my Brunswickers advanced to the rear rather than against the foe :\

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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Henrix

Sunday, 16th October, 2005, 05:57 PM

Quote:

*Originally Posted by Col_Pladoh**Somehow the stuffy and overly serious Napoleonic Wars miniatures buffs I played with found that offensive, a sort of lesse majestie to their devotion to playing with toy soldiers :confused:*

This seems to be a recurring tendency among Nap buffs, and the reason that I have still never played any Nap miniature games - the aficionados are too darned boring and serious!

gideon_thorne

Sunday, 16th October, 2005, 05:58 PM

Quote:

*Originally Posted by Col_Pladoh**Tiddly winks consist of larger "tiddles" and the "winks", discs that one causes to fly up by pressing the "tiddle" upon the edge of the "wink" so as to cause then to soar into the cup and score a point. It isn't actually a bad game...**Would I had thought of that refrain, I am sure that my wargamer cohorts would have fled the field in horror. Damn! All I did was was sound the four notes that were used in the old commercials, each representing the words, "Os-car Mey-er" :lol:**It seems Fortuna also resented my levity, for all too often the morale check to advance against the enemy failed, and my Brunswickers advanced to the rear rather than against the foe :)**Cheers,
Gary*

chuckles I'm going to have to pass this one onto my dad. He's nuts about the game of tiddly winks. Ought to bring the game to LGGC and you two can have at it. :D

Col_Pladoh

Sunday, 16th October, 2005, 06:07 PM

Quote:

*Originally Posted by Henrix**This seems to be a recurring tendency among Nap buffs, and the reason that I have still never played any Nap miniature games - the aficionados are too darned boring and serious!*

It isn't only the Napoleonic buffs--although when one group ranked its members by titles such as "General of Division" and "Marshall" I thought that overboard--one of the members of the Lake Geneva Tactical Studies Association quit, wouldn't speak to me, because of the Chainmail Fantasy Supplement game play I encouraged on the sand table. To me adding fantasy figures to the toy sloldiers usually used in play seemed quite logical. :lol:

*Cheers,
Gary*

Col_Pladoh

Sunday, 16th October, 2005, 06:09 PM

Quote:

*Originally Posted by gideon_thorne***chuckles* I'm going to have to pass this one onto my dad. He's nuts about the game of tiddly winks. Ought to bring the game to LGGC and you two can have at it. :D*

Well, I am in for a thorough trouncing when that happens, as I haven't played the game since I was around 10, so that's something over a half-century, but I'm game nonetheless :cool:

*Cheers,
Gary*

gideon_thorne

Sunday, 16th October, 2005, 06:09 PM

Quote:

Originally Posted by **Col_Pladoh**

It isn't only the Napoleonic buffs--although when one group ranked its members by titles such as "General of Division" and "Marshall" I thought that overboard--one of the members of the Lake Geneva Tactical Studies Association quit, wouldn't speak to me, because of the Chainmail Fantasy Supplement game play I encouraged on the sand table. To me adding fantasy figures to the toy soldiers usually used in play seemed quite logical. :lol:

Cheers,
Gary

Historians can be a stuffy lot at times. Specially when they take themselves too seriously. Its something my family certainly has encountered in some 30 years of various recreationisms. :)

haakon1

Sunday, 16th October, 2005, 07:39 PM

Quote:

Originally Posted by **Col_Pladoh**

To tell all, not only did I have a 30mm force of Brunswick Napoleonic figurines, with the command figure waving aloft a braunschweiger sausage

ROFL! :lol:

That's just perfect, and I'm sure it's historically accurate. After all, strange Germanic warrior-folk barbarians often use their iconic foodstuff as a rallying symbol. (cheeseheads!)

Col_Pladoh

Sunday, 16th October, 2005, 07:42 PM

Quote:

Originally Posted by **haakon1**

ROFL! :lol:

That's just perfect, and I'm sure it's historically accurate. After all, strange Germanic warrior-folk barbarians often use their iconic foodstuff as a rallying symbol. (cheeseheads!)

Hey!

We Cheeseheads are all in Wisconsin. Germanic warriors are Krauts! :lol:

Say cheese,
Gary

haakon1

Sunday, 16th October, 2005, 07:48 PM

Quote:

Originally Posted by **Col_Pladoh**

We Cheeseheads are all in Wisconsin. Germanic warriors are Krauts! :lol:

DANE county, Lake GENEVA, or Green Bay, it's all a bunch of Norse pantheon types to me. Which is why there's so much beer and brats. ;)

Col_Pladoh

Sunday, 16th October, 2005, 09:21 PM

Quote:

Originally Posted by **haakon1**

DANE county, Lake GENEVA, or Green Bay, it's all a bunch of Norse pantheon types to me. Which is why there's so much beer and brats. ;)

Well, how about the Dutchmen that...

Ah, never mind, I see what you mean;)

Milwaukee did attract a lot of Polacks, though :lol:

Cheers,
Gary

orsal

Sunday, 16th October, 2005, 10:42 PM

Quote:

*Originally Posted by **haakon1***

DANE county, Lake GENEVA, or Green Bay, it's all a bunch of Norse pantheon types to me. Which is why there's so much beer and brats. ;)

Dane County actually has nothing to do with Denmark -- it was named for an early settler, Nathaniel Dane (I might be misremembering the first name). The Danish part of the state is Racine -- Dane County is Norwegian (and Stoughton still has the world's largest Syttende Mai celebration outside Norway). But you're right, the beer and brats are due to the German heritage, and the lutefisk to the Norwegian.

Col_Pladoh

Sunday, 16th October, 2005, 11:14 PM

Quote:

*Originally Posted by **orsal***

Dane County actually has nothing to do with Denmark -- it was named for an early settler, Nathaniel Dane (I might be misremembering the first name). The Danish part of the state is Racine -- Dane County is Norwegian (and Stoughton still has the world's largest Syttende Mai celebration outside Norway). But you're right, the beer and brats are due to the German heritage, and the lutefisk to the Norwegian.

So pass the lefsa and patatascarv (sp?) ... and the bottle of glug :lol:

Cheers,
Gary

Wolv0rine

Monday, 17th October, 2005, 01:36 AM

Quote:

*Originally Posted by **Col_Pladoh***

Well, how about the Dutchmen that...

Ah, never mind, I see what you mean;)

Milwaukee did attract a lot of Polacks, though :lol:

*Cheers,
Gary*

You must have gotten the overflow from Toledo. :)

haakon1

Monday, 17th October, 2005, 09:02 AM

Quote:

*Originally Posted by **orsal***

Dane County actually has nothing to do with Denmark -- it was named for an early settler, Nathaniel Dane (I might be misremembering the first name). The Danish part of the state is Racine

I'm learning more about the Badger State now than when I was a Badger. Oh well, still got the Wisconsin sweatshirt -- +2 to football fandom, but a +4 whopping to saves v. cold.

Quote:

*Originally Posted by **orsal***

Dane County is Norwegian (and Stoughton still has the world's largest Syttende Mai celebration outside Norway). But you're right, the beer and brats are due to the German heritage, and the lutefisk to the Norwegian.

So Stoughton trailers are Norwegian made?

The Ballard area of Seattle has a big celebration too, but I've never made it down there on the proper day. Mostly because I can't remember which day Syttende is. Gotta be 17th? Or maybe the nearest Saturday to that. :\\

haakon1

Monday, 17th October, 2005, 09:09 AM

Quote:

*Originally Posted by **Col_Pladoh***

So pass the lefsa and patatascarv (sp?) ... and the bottle of glug :lol:

No idea what glug is . . . but I know Solo -- that's Norwegian orange soda. They sell it in Brooklyn and in a machine in a train station on the Hardanger Vita where there's a side train down to different fjord off the main Bergen-Oslo line, or at least they did, when I bought it, but that may have the only two bottles ever sold, for all I know.

Yes, Gary, I don't know pop. :)

And if somebody knows the side train I'm talking about, I'm impressed. Around here, it seems like somebody knows everything! I have a feeling the town it went to was "Falm" or something, and it was on the Hardangerfjord, but it was 1990.

mythusmage

Monday, 17th October, 2005, 03:42 PM

It's during conversations such as this that I'm most glad I grew up in San Diego County. A mix of New Yorkers, Iowans, and Hispanics with Zonies in the summertime.

BTW, "Iowans" includes Vietnamese, Philipinos, and Cambodians, since they're mostly from farming stock too. :)

Col_Pladoh

Monday, 17th October, 2005, 03:57 PM

Well...

Polish girls are generally good looking, and Polish food is pretty good, but I can't polka for shuckens, never could.

One of my uncles married a Swede, the other a Dane, so I got a fair bit of Scandanavian fare, especially on New Year's Eve when I learned to like pickled herring...eaten for prosperity in the coming year. I still do that :lol:

Glug is a hot mixed drink with some sort of spices added that has a good bit of alcohol in it. I haven't had it in years, but it isn't bad on a cold winter night.

As for Vietnamese, well, I have a son-in-law that is Chinese-Vietnamese, and I enjoyed summer rolls last night for dinner courtesy of that worthy :cool:

Cheers,
Gary

dcas

Monday, 17th October, 2005, 06:17 PM

Quote:

*Originally Posted by **Col_Pladoh***

Polish girls are generally good looking, and Polish food is pretty good, but I can't polka for shuckens, never could.

'Round here, if you can do the chicken dance, you're in like flint. :)

Col_Pladoh

Monday, 17th October, 2005, 07:13 PM

Quote:

*Originally Posted by **dcas***

'Round here, if you can do the chicken dance, you're in like flint. :)

<Shudder!> :\

What more can be said?

:eek:
Gary

StupidSmurf

Monday, 17th October, 2005, 07:19 PM

Oh well, I guess that's better than the Electric Slide...

(boogiewoogiewoogie)

BOZ

Monday, 17th October, 2005, 07:23 PM

or the macarena...

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DeogolfMonday, 17th October, 2005, 08:55 PM

Quote:

*Originally Posted by **haakon1****I'm learning more about the Badger State now than when I was a Badger. Oh well, still got the Wisconsin sweatshirt -- +2 to football fandom, but a +4 whopping to saves v. cold.**So Stoughton trailers are Norwegian made?**The Ballard area of Seattle has a big celebration too, but I've never made it down there on the proper day. Mostly because I can't remember which day Syttende is. Gotta be 17th? Or maybe the nearest Saturday to that. :|*

Most of native Wisconsinites already have a natural resistance to the cold. The +4 is for all you outsiders!! ;)

Col_PladohMonday, 17th October, 2005, 09:01 PM

Come, come!

Saying that the the chicken dance is no worse than the electric slide or the macarena is akin to various comparing the odor of different piles of excrement :mad:

:lol:
Gary

Col_PladohMonday, 17th October, 2005, 09:04 PM

Quote:

*Originally Posted by **Deogolf****Most of native Wisconsinites already have a natural resistance to the cold. The +4 is for all you outsiders!! ;)*

Not to mention humid smmer heat...and mosquitoes the size of hummingbirds :eek:

Cheers,
Gary

DeogolfMonday, 17th October, 2005, 09:09 PM

Quote:

*Originally Posted by **Col_Pladoh****Not to mention humid smmer heat...and mosquitoes the size of hummingbirds :eek:**Cheers,
Gary*

They actually do battle with stirges when it comes to the food chain! Plenty of yummy blood to go around here!! :confused:

Col_PladohMonday, 17th October, 2005, 09:29 PM

Quote:

*Originally Posted by **Deogolf****They actually do battle with stirges when it comes to the food chain! Plenty of yummy blood to go around here!! :confused:*

Well...

Perhaps thanks to Flatlander tourists :mad:

Heh,
Gary

Deogolf

Monday, 17th October, 2005, 10:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

Well...

Perhaps thanks to Flatlander tourists :mad:

*Heh,
Gary*

Ah, yes!! We'll take their money, but not their attitude!! :p :p

BOZ

Monday, 17th October, 2005, 10:24 PM

Quote:

*Originally Posted by **Col_Pladoh***

Come, come!

Saying that the the chicken dance is no worse than the electric slide or the macarena is akin to various comparing the odor of different piles of excrement :mad:

*:lol:
Gary*

oh no, you're absolutely right, the chicken dance is far more insidious.

at my wedding reception, i OKed my wife to play the cha-cha slide (she insisted), on the provision that there absolutely be no chicken dance, hokey pokey, or macarena. :)

Wolv0rine

Monday, 17th October, 2005, 10:52 PM

It's all about inoculation, I tell ya. After years working as a videographer, I'd attended enough weddings and receptions by the time I was 20 to be completely immune to the idiocy and sanity drain of the Chicken Dance. :)

Now the Macerana et al, those are just sick and wrong.

Col_Pladoh

Monday, 17th October, 2005, 11:00 PM

Quote:

*Originally Posted by **Deogolf***

Ah, yes!! We'll take their money, but not their attitude!! :p :p

Except towards DA BEARS!!!

:p
Gary

Col_Pladoh

Monday, 17th October, 2005, 11:01 PM

Quote:

*Originally Posted by **BOZ***

oh no, you're absolutely right, the chicken dance is far more insidious.

at my wedding reception, i OKed my wife to play the cha-cha slide (she insisted), on the provision that there absolutely be no chicken dance, hokey pokey, or macarena. :)

:eek: :eek: :eek:
He wrote "hokey pokey :mad:

Aargh!
Gary

Col_Pladoh

Monday, 17th October, 2005, 11:03 PM

Quote:

Originally Posted by **Wolv0rine**

It's all about inoculation, I tell ya. After years working as a videographer, I'd attended enough weddings and receptions by the time I was 20 to be completely immune to the idiocy and sanity drain of the Chicken Dance. :)

Now the Macerana et al, those are just sick and wrong.

\
How about The Tennessee Wig Walk? :(

Ugh!
Gary

StupidSmurf

Tuesday, 18th October, 2005, 12:05 AM

Quote:

Originally Posted by **Col_Pladoh**

:eek: :eek: :eek:

He wrote "hokey pokey :mad:

Aargh!
Gary

Well, that IS what it's all about, Gary.... :)

BOZ

Tuesday, 18th October, 2005, 12:41 AM

Quote:

Originally Posted by **Col_Pladoh**

:eek: :eek: :eek:

He wrote "hokey pokey :mad:

Aargh!
Gary

would you beleive my sister had the macarena, hokey pokey, *and* chicken dance at her wedding? of course, the couple never did tell the DJ *not* to play those songs... so i made sure to not make the same mistake and specifically told our DJ not to play those. :)

Olgar Shiverstone

Tuesday, 18th October, 2005, 02:47 AM

Col Pladoh, sir!

Forgive me if this has been asked previously. What was the original form of the demoness Zuggtmoy in your campaign? Was she as described in the printed *Temple* module, or other form?

And if you've seen her recently revised form (as in the ToEE computer game or on the cover of Dragon 337, as discussed in [this thread](#)) what are your thoughts on the "New Zuggtmoy" vs. "Classic Zuggtmoy"? (Not to mention the possible discontinuance of the crone form, formerly known as "Diet Zuggtmoy".)

BOZ

Tuesday, 18th October, 2005, 07:13 AM

zuggtmoy would definitely make me go on a diet - a mushroom-free diet, that's for sure.

mythusmage

Tuesday, 18th October, 2005, 07:28 AM

The Col. statted the stirge as he did originally, because he knew nobody would believe the stats for the Wisconsin mosquito.

In case you didn't know, California mosquitos are proof positive tofu and yogurt are inadequate to sustain life. Fleas bully California mosquitos.

Col_Pladoh

Tuesday, 18th October, 2005, 04:05 PM

Quote:

Originally Posted by **Olgar Shiverstone**

Col Pladoh, sir!

Forgive me if this has been asked previously. What was the original form of the demoness Zuggtmoy in your campaign? Was she as described in the printed Temple module, or other form?

And if you've seen her recently revised form (as in the ToEE computer game or on the cover of Dragon 337, as discussed in [this thread](#)) what are your thoughts on the "New Zuggtmoy" vs. "Classic Zuggtmoy"? (Not to mention the possible discontinuance of the crone form, formerly known as

"Diet Zuggtmoy".)

No need for me to look at any other's take on the Demoness Queen of Fungi, the Zyggmoy I created is the ONLY true exposition IMO. That is the depiction presented in the ToEE, of course, and later in MMII (IIRR).

Cheers,
Gary

Col_Pladoh

Tuesday, 18th October, 2005, 04:09 PM

Quote:

*Originally Posted by **BOZ***

zuggtmoy would definitely make me go on a diet - a mushroom-free diet, that's for sure.

Hey!

The shaggy manes and puffball mushrooms here are really tasty. Just finished our fourth big puffball the other night, had it with steaks.

The shaggy manes are better still, but then must be picked and eaten in about 15 minutes time or else they begin to spoil, so we don't get those often.

Zuggtmoy was quite disturbed that we dined on some of her progeny :lol:

Cheers,
Gary

Col_Pladoh

Tuesday, 18th October, 2005, 04:11 PM

Quote:

*Originally Posted by **mythusmage***

The Col. started the stirge as he did originally, because he knew nobody would believe the stats for the Wisconsin mosquito.

In case you didn't know, California mosquitos are proof positive tofu and yogurt are inadequate to sustain life. Fleas bully California mosquitos.

:lol:

Excellent Alan!

I suspect it also has to do with the alfalfa sprouts consumed out there :mad:

Cheers,
Gary

Col_Pladoh

Tuesday, 18th October, 2005, 04:13 PM

Quote:

*Originally Posted by **StupidSmurf***

Well, that IS what it's all about, Gary.... ;)

Not if you are a bow-legged chicken or a knock-kneed hen :\

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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BOZ

Tuesday, 18th October, 2005, 06:48 PM

Quote:

*Originally Posted by Col_Pladoh**That is the depiction presented in the ToEE, of course, and later in MMII (IIRR).*

unfortunately not. as far as i know, her only appearance before this recent Dragon article was in the module in which she first appeared. gamers have long memories. ;)

Col_Pladoh

Tuesday, 18th October, 2005, 07:08 PM

Quote:

*Originally Posted by BOZ**unfortunately not. as far as i know, her only appearance before this recent Dragon article was in the module in which she first appeared. gamers have long memories. ;)*

Well dang!

I MEANT to include the charming lady in a monsters tome, I swear :heh:

Cheers,
Gary

dcas

Tuesday, 18th October, 2005, 07:44 PM

Re: the Chicken Dance

Quote:

Originally Posted by Col_Pladoh

<Shudder!> :|

What more can be said?

No, 'tis true. I can't explain it, but the Polish folks around here *love* the chicken dance! It is sort of a polka, after all. It *is* embarrassing, but I can put up with it as long as I can walk to the Polish butcher to buy kielbasa. ;)

Col_Pladoh

Tuesday, 18th October, 2005, 08:18 PM

Quote:

*Originally Posted by dcas**Re: the Chicken Dance**No, 'tis true. I can't explain it, but the Polish folks around here love the chicken dance! It is sort of a polka, after all. It is embarrassing, but I can put up with it as long as I can walk to the Polish butcher to buy kielbasa. ;)*

Not even the best smoked kielbasa can make me view the chicken dance as acceptable behavior :mad:

Cheers,
Gary

Dannyalcatraz

Tuesday, 18th October, 2005, 08:21 PM

I suspect Otto the Mage was Polish...

Col_Pladoh

Tuesday, 18th October, 2005, 08:23 PM

Quote:

Originally Posted by **Dannyalcatraz**

I suspect Otto the Mage was Polish...

Actually, I had Otto the Mage as a jolly Bavarian...as Kuntz is of German heritage :lol:

Cheers,
Gary

StupidSmurf

Tuesday, 18th October, 2005, 09:09 PM

Quote:

Originally Posted by **Col_Pladoh**

Not even the best smoked kielbasa can make me view the chicken dance as acceptable behavior :mad:

*Cheers,
Gary*

And that is why I consider the most horrific Christmas item I've ever seen to be "Chicken Dance Elmo". :eek:

Col_Pladoh

Tuesday, 18th October, 2005, 09:21 PM

Quote:

Originally Posted by **StupidSmurf**

And that is why I consider the most horrific Christmas item I've ever seen to be "Chicken Dance Elmo". :eek:

I wonder if that company also does a "Cuddly Jason" and a "Snuggly Freddie"?

:lol:
Gary

StupidSmurf

Tuesday, 18th October, 2005, 09:33 PM

Quote:

Originally Posted by **Col_Pladoh**

I wonder if that company also does a "Cuddly Jason" and a "Snuggly Freddie"?

*:lol:
Gary*

Considering my wife's and my tastes towards horror, those two would actually not be so bad! :lol: Anyone who'd ever give my kids a Chicken Dance Elmo would get the rare chance of seeing me in action, swinging a baseball bat. And I'd destroy the doll too! ;)

Col_Pladoh

Tuesday, 18th October, 2005, 11:13 PM

Quote:

Originally Posted by **StupidSmurf**

Considering my wife's and my tastes towards horror, those two would actually not be so bad! :lol: Anyone who'd ever give my kids a Chicken Dance Elmo would get the rare chance of seeing me in action, swinging a baseball bat. And I'd destroy the doll too! ;)

:eek:

Actually LOL!

:D
Gary (A fan of the Lovecraftian horror style)

ghul

Wednesday, 19th October, 2005, 09:52 PM

Greetings sir,

Just a few observations, followed by a question:

Stephen King has told us in his "On Writing" book that it is a little disheartening to think that, in the minds of many readers, his finest work was *The Stand*, especially considering the fact that he wrote it over 20 years or so ago. I, however, like many of his "constant readers" would contend that there is nothing finer than his reality sprawling epic, *The Dark Tower*, thank-ee sai.

Now then, Mr. Gygax, I'd like to remark that having been a fan of yours since I bought my DM's Guide in 1981 (a mere lad of ten, I was), I can say without a shred of doubt that, despite all your remarkable publications through the years, *Castle Zagyg* by Troll Lord Games is your finest work. Ever.

I also believe that Gygax and the C&C system is a match made in the Seven Heavens. It seems to fascilitate your brilliant creativity without overshadowing it with the rules bloat of 3.5e.

To my question: Zagyg, of course, was originally created for the Greyhawk setting. The demi-god himself is listed in the WoG Glossography. I'm wondering how it is you retain the right to use the name "Zagyg." Is it because it is an anagram of your name, or do you in some small measure have a bit of legal leeway in using some of your past creations?

Either way, I love CZ, and I plan to use it for many years to come. One day it will be as worn-out looking as my original DMG. I salute you for, sir, for mentally and creatively aging like a fine wine! As far as the physical goes, well, we'll let Mrs. G. be the judge of that! :D

--Ghul

BOZ

Wednesday, 19th October, 2005, 10:20 PM

stephen king really needs to license out the Dark Tower setting to a d20 company. :D

Col_Pladoh

Thursday, 20th October, 2005, 12:37 AM

Quote:

*Originally Posted by **ghul***

Greetings sir,

Just a few observations, followed by a question:

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--Ghul

Many thanks for your kind words :)

I am, in fact, currently coordinating a group of 19 freelance designers in a project to create as many mosules, each detailing one section of the Town of Yggsburgh, each module to include many adventures and adventure hooks, of course.

That said, I am still wedded to the Lejendary Adventure RPG system as my best work, and I am jkeeping up with it too despite the other efforts.

Anagrans of my name are exclusively my property according to my settlement agreement with TSR, so that is how I can use Zagyg, or Zagyg, as well as Yrag;)

Cheers,
Gary

haakon1

Thursday, 20th October, 2005, 03:15 AM

Quote:

*Originally Posted by **Col_Pladoh***

Perhaps thanks to Flatlander tourists :mad:

Wait, you guys think Flatlanders are people who aren't from Wis-gon-sin?

When in went to college in the NW corner of Massachusetts, I was taught that Flatlanders were people who weren't from Vermont/ other New England rural mountainous areas (I grew up in a woodsy, hilly part of NY with stone fences and deer, and knew how to make maple syrup from the tree and what stuff you can eat by the side of the trail, so I didn't think I was one).

You could tell Flatlanders because they had SUV's (especially green ones), had skis on the roof or slowed down to look at leaves, and drove too fast in the snow. Regular folks drove regular cars or cheap old trucks, at "regular" slow pace in the snow so they wouldn't crash, and didn't generally ski.

Ahem, wait we're supposed to be talking D&D . . . ummm, Flatlanders are rogues, the regular folks are barbarians?

orsal

Thursday, 20th October, 2005, 03:39 AM

Quote:

*Originally Posted by **haakon1***

Wait, you guys think Flatlanders are people who aren't from Wis-gon-sin?

Specifically, in Wisconsin jargon, Flatland is Illinois.

When I was living in Wisconsin, I had a roommate from Vermont who told me she thought Wisconsin had no right to call anybody else flatlanders.

dead

Thursday, 20th October, 2005, 06:55 AM

Dear Father (of the Game),

What is the name of the world that Yggsburg is set on?

If Yggsburg is a town of 22,000 residents, how many residents would your vision of the City of Greyhawk have?

I was thinking of starting a new Greyhawk Campaign but I didn't want to use the TSR City of Greyhawk. Would Yggsburg be a good alternative or would it be too small?

Thank you

Gray Mouser

Thursday, 20th October, 2005, 03:08 PM

Sheesh, how did I miss so many pages of replies? Darn e-mail notifications!

Quote:

*Originally Posted by **Col_Pladoh***

Many thanks for your kind words :)

I am, in fact, currently coordinating a group of 19 freelance designers in a project to create as many modules, each detailing one section of the Town of Yggsburgh, each module to include many adventures and adventure hooks, of course.

Sounds like quite the undertaking, Colonel. Also sounds like the CZ setting is developing much like I always hope Greyhawk would have. I'll have to look into the upcoming products.

Quote:

Anagrans of my name are exclusively my property according to my settlement agreement with TSR, so that is how I can use Zagyg, or Zagyg, as well as Yrag;)

*Cheers,
Gary*

Well then let's hope that Yrag makes an appearance as an NPC in one of the CZ products! :)

Out of curiosity, do you still own the rights to Mordenkainen? I assume so since he appeared in later Gord books, but you never know...

Gray Mouser

Col_Pladoh

Thursday, 20th October, 2005, 03:19 PM

Quote:

*Originally Posted by **haakon1***

Wait, you guys think Flatlanders are people who aren't from Wis-gon-sin?

When I went to college in the NW corner of Massachusetts, I was taught that Flatlanders were people who weren't from Vermont/ other New England rural mountainous areas (I grew up in a woodsy, hilly part of NY with stone fences and deer, and knew how to make maple syrup from the tree and what stuff you can eat by the side of the trail, so I didn't think I was one).

You could tell Flatlanders because they had SUV's (especially green ones), had skis on the roof or slowed down to look at leaves, and drove too fast in the snow. Regular folks drove regular cars or cheap old trucks, at "regular" slow pace in the snow so they wouldn't crash, and didn't generally ski.

Ahem, wait we're supposed to be talking D&D . . . ummm, Flatlanders are rogues, the regular folks are barbarians?

Flatlanders are as you describe them...and they talk funny too. Betcha you talk funny :lol:

Actually, Flatlanders consider the locals as slack jawed villagers, while the locals think of the FLatlanders as stupid outsiders whose only saving grace is that they are spending money.

There is merit in both views.

Incidentally. my maternal family came to Wisconsin from Upstate NY, after landing in Rhode Island c. 1642. The terrain is rather similar, although Upstate NY has more rygged hills than is common in much of Wisconsin.

Terrain is a factor in RPGs, of course :p

Cheers,
Gary

dcas

Thursday, 20th October, 2005, 10:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

That said, I am still wedded to the Lejendary Adventure RPG system as my best work, and I am jkeeping up with it too despite the other efforts.

Yes, and if there were an LA version of *Yggsburgh* that would be just ducky. :)

Col_Pladoh

Thursday, 20th October, 2005, 10:44 PM

Quote:

*Originally Posted by **dcas***

*Yes, and if there were an LA version of *Yggsburgh* that would be just ducky.*

As a matter of fact I am now using the CZY setting for my LA game campaign, converting on the fly, and it is pretty easy. I agree, though, a formal conversion would serve a lot better. Sadly, I haven't the time to undertake such a task for the foreseeable future. :heh:

Cheers,
Gary

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dcas

Thursday, 20th October, 2005, 11:04 PM

Quote:

Originally Posted by **Col_Pladoh**

As a matter of fact I am now using the CZY setting for my LA game campaign, converting on the fly, and it is pretty easy. I agree, though, a formal conversion would serve a lot better. Sadly, I haven't the time to undertake such a task for the foreseeable future. :heh:

Ah, well, perhaps some kind soul will take it upon himself to stat out the NPCs and monsters and such for CZY. After all, it is a great setting even if one never delves into the Castle's dungeons.

Col_Pladoh

Thursday, 20th October, 2005, 11:29 PM

Quote:

Originally Posted by **dcas**

Ah, well, perhaps some kind soul will take it upon himself to stat out the NPCs and monsters and such for CZY. After all, it is a great setting even if one never delves into the Castle's dungeons.

Indeed, and if that is done likely the results will be posted on www.lejendary.com :D

Dungeon delving works fine using the LA agme system, but the GM can not arrange the levels as easily as is possible with a character-class-level-based one. so in that resp[ect there is more planning and thought necessary to develop a progressively more dangerous and demanding series of dungeon levels.

Maybe one of these days I'll find time to work up an essay on how to accomplish that. In part creature selection is a factor, but other considerations are necessary.

Cheers,
Gary

Edena_of_Neith

Friday, 21st October, 2005, 05:10 AM

Edena_of_Neith here. Hey there, Gary. Another frivolous question from Yours Truly! :)

I never played the super-module T1-4 The Temple of Elemental Evil.
But I finally obtained a copy (long ago) and had a look at it.
I saw, therein, a super-dungeon with 10 or so levels.

And I thought ...

One mage with a Rock to Mud could take out the whole place.

How?

He, being 10th level, casts Rock to Mud. This liquifies an area of 20 feet by 20 feet by 20 feet per level. So a 10th level mage could liquify 10 of these 20x20x20 foot cubes. He could thus liquify an area of rock equal to 60 feet x 60 feet x 20 feet with the spell.

He throws the spell on level 1 of the Temple of Elemental Evil, liquifying the 60x60x20 foot parcel of rock.

Most everyone and everything (except undead and the like) on level 2 drowns as a good part of level 1 melts onto them.

The mud then roars down the stairs into level 3 and wrecks the place, drowning half the monsters there. It flows down further stairways to become a real annoyance on level 4, a slight annoyance on level 5, and everything below level 5 is probably wondering what in luz's name just happened?

It is possible that some of the major structural support of the place goes, creating cave-ins that bury more of the Temple, and perhaps causing a cascading effect.

The mage then departs via Teleport, and (cautiously) returns the next day to continue the procedure, until the entire Temple is destroyed.

If there are two or more mages of 10th level or higher present, the destruction of the Temple of Elemental Evil via Rock to Mud is accelerated. Of course, the 10th level mage probably took the time beforehand (having long planned his attack on the Temple of Elemental Evil) to prepare Scrolls with Rock to Mud written many times on them. Thus, his initial attack involves many Rock to Mud spells, most of level 1 of the Temple is destroyed, and the mudflow drowns most everything below level 1 right off the bat (assuming, the entire Temple down to level 10+ doesn't collapse from the sheer weight of the mud!)

This form of attack could also be used against Castle Greyhawk and other dungeons, it seems to me.

And it seems to me this tactic - although bad as far as retrieving treasure goes - is quite good for destroying an enemy target with minimal risk to the mage and his party.

-

My questions are:

Would this tactic work?

If yes, how would Mordenkainen (when he was 10th level) pull it off?

If no, then why wouldn't it work?

If yes, have you ever used this tactic or a variant of it?

If yes, have your players ever used this tactic or a variant of it?

Yours Sincerely

Edena_of_Neith

Nathal

Friday, 21st October, 2005, 05:30 AM

Quote:

Originally Posted by **Col_Pladoh**

As a matter of fact I am now using the CZY setting for my LA game campaign, converting on the fly, and it is pretty easy. I agree, though, a formal conversion would serve a lot better. Sadly, I haven't the time to undertake such a task for the foreseeable future. :heh:

*Cheers,
Gary*

Why didn't you drop CZY right into Lejendary Earth and keep going from there? Are you taking a temporary break from Lerthe?

haakon1

Friday, 21st October, 2005, 08:22 AM

Quote:

Originally Posted by **Col_Pladoh**

Flatlanders are as you describe them...and they talk funny too. Betcha you talk funny :lol:

Actually, Flatlanders consider the locals as slack jawed villagers, while the locals think of the FLatlanders as stupid outsiders whose only saving grace is that they are spending money.

There is merit in both views.

That bit is the same as Vermont. As for talking funny, I find a lot of similarity between upstate NY, western MA, southern Vermont, southern Wisconsin, and western Washington State in the accent. Southern Wisconsin is probably the most different, but it's still in the "Standard American" accent zone between the central-southern Illinois butternut/copperhead stuff ("we have to 'may-zure' the damage to the 'ruff' after the tornado, to get the 'INsurance' to pay out") and the northern Wisconsin accent (like the movie "Fargo")

That's probably because so many New Yorkers historically spread westward at more or less the same latitude.

Quote:

Originally Posted by **Col_Pladoh**

Incidentally. my maternal family came to Wisconsin from Upstate NY, after landing in Rhode Island c. 1642. The terrain is rather similar, although Upstate NY has more rygged hills than is common in much of Wisconsin.

Terrain is a factor in RPGs, of course :p

*Cheers,
Gary*

It's debatable whether I'm from upstate NY. My hometown is only about 40 miles from NY, and 10 miles from the Atlantic. So, the City is sure we're upstate (and the accent is), but upstate thinks everything south of Albany is the city. And since we border on Connecticut and have close links to them, I think we're New England.

But rugged hills, we've sure got those. Terrain-wise, it's definitely Appalachia, from the Green Mountains, the Berkshires, the Taconic mountains, and even on the other side of the Hudson in the Catskills and the 'Gunks. But somehow, without the country music, it's just the Appalachian Trail that's officially Appalachian about it. :heh:

As for RPG tie-in . . . in the late 80's an illegal animal collector who was nearly caught once let a komodo dragon loose in our town . . . we got some weirdness overflow from NYC that day. The experts said it would die over the winter if it wasn't caught, but nobody should approach it. So, my two D&D friends and I grabbed some sturdy quarterstaves and went on a dragon hunt, sadly with no success. And if we had been bitten -- you probably would have gotten the blame! :eek:

haakon1

Friday, 21st October, 2005, 08:33 AM

Dumb Question

Every weekend, I go to my FLGS -- the one that said anything GygaX makes, they will get -- and look around to see if the "new stuff" ever shows up. They've got Gaxmoor, Canting Crew, etc. But nothing newer.

So my stupid question: what's name of the book(s) I'm waiting for, and who makes it for what game? I think it's Castle Zagyg and Yggsburgh, and will be from Troll Lords, for Castles & Crusades. Are they in print yet? Do I have the names right? :o

Quote:

Originally Posted by **Edena_of_Neith**

Edena_of_Neith here. Hey there, Gary. Another frivolous question from Yours Truly! :)

And you have come to the right person for a frivolous answer :lol:

Quote:

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But I finally obtained a copy (long ago) and had a look at it.
I saw, therein, a super-dungeon with 10 or so levels.*

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If no, then why wouldn't it work?

If yes, have you ever used this tactic or a variant of it?

If yes, have your players ever used this tactic or a variant of it?

*Yours Sincerely
Edena_of_Neith*

My players know better than to try something sure to incur wrath :]

Such tactics are a matter for the DM to manage, and as one here is how I would handle an attempt of this sort.

"Sorry, Flubspell, but your Rock to Mud casting seems to fizzle out when it contacts the stonework of the temple. golly, I guess the builders must have imbued it with some fort of protection from this sort of assault on its integrity..."

"Oh, by the by, it seems that you are now turning a ghastly gray color. It seems as if your attempt has invoked a curse of some sort, as you feel quite weak and not at all well..."

I'd use the same sort of response if someone tried that with any important campaign setting. To stop the rules lawyers from their shrill protests I's write up a few spells to cover constructions--anti-disintegration, anti-rock to mud, etc. Also a few retributive spells to be activated and aimed unerringly at any spell caster attempting to bring down a stricture by that sort or obvious and predicatable tactic. Just because such spells are not included in the standard roster doesn't mean they don't exist.

Cheers,
Gary

Quote:

Originally Posted by **Nathal**

Why didn't you drop CZY right into Legendary Earth and keep going from there? Are you taking a temporary break from Lerthe?

Me abandon Learth? Never!

The objective is produce a version of my original campaign that is as close to what was used then as is possible now. The LA game isn't built to facilitate progressively more demanding dungeon levels according to PCV level, because there are no levels in the LA game system;)

Dungeon crawls work fine with the new system, but they are not the same as in the class-based, PC-level sort of game.

Cheers,
Gary

Col_Pladoh

Friday, 21st October, 2005, 05:02 PM

Quote:

*Originally Posted by **haakon1***

That bit is the same as Vermont. As for talking funny, I find a lot of similarity between upstate NY, western MA, southern Vermont, southern Wisconsin, and western Washington State in the accent. Southern Wisconsin is probably the most different, but it's still in the "Standard American" accent zone between the central-southern Illinois butternut/copperhead stuff ("we have to 'may-zure' the damage to the 'ruff' after the tornado, to get the 'INsurance' to pay out") and the northern Wisconsin accent (like the movie "Fargo")

Accurate, and Chicagoans say "the-ay-ter" for theater.

Most Wis-can-sinites north of Madison have the near-Canadian accent, don'tcha know.

[QUOTE]That's probably because so many New Yorkers historically spread westward at more or less the same latitude.[QUOTE]
Yes, although a fair number did end up in California...

Quote:

It's debatable whether I'm from upstate NY. My hometown is only about 40 miles from NY, and 10 miles from the Atlantic. So, the City is sure we're upstate (and the accent is), but upstate thinks everything south of Albany is the city. And since we border on Connecticut and have close links to them, I think we're New England.

So you are one of THEM... :mad:

:lol:

Quote:

But rugged hills, we've sure got those. Terrain-wise, it's definitely Appalachia, from the Green Mountains, the Berkshires, the Taconic mountains, and even on the other side of the Hudson in the Catskills and the 'Gunks. But somehow, without the country music, it's just the Appalachian Trail that's officially Appalachian about it. :heh:

Right pretty for viewing, no fun at all to have to tramp over. about all we have hereabouts are the gravel hills left as terminal moraine desposit. Some of those knobs are relatovelt steep, though, and most difficult to clamber up. Thankfully, I haven't been moved to do such things for some years now :eek:

Quote:

As for RPG tie-in . . . in the late 80's an illegal animal collector who was nearly caught once let a komodo dragon loose in our town . . . we got some weirdness overflow from NYC that day. The experts said it would die over the winter if it wasn't caught, but nobody should approach it. So, my two D&D friends and I grabbed some sturdy quarterstaves and went on a dragon hunt, sadly with no success. And if we had been bitten -- you probably would have gotten the blame! :eek:

hunting a komodo dragon armed only with a staff is brave to the point of foolheartiness. My friends and I would have dared it only with our bows...or maybe out rifles and shotguns.

As for blame for injury, likely D&D, and I as well, would have been fingered :heh:

Cheers,
Gary

Col_Pladoh

Friday, 21st October, 2005, 05:11 PM

Quote:

*Originally Posted by **haakon1***

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Not a bad question at all!

The latest of my creations are all from Troll Lord Games--Hekaforge is slow getting out the balance of the *Legendary Earth* world setting books :(

Anyway, go to <http://www.trolllord.com/> there you will see all that I have had published for the last few months including"

Legendary Adventure Essentials game boxed set
Hall of Many Panes LA and D20 game boxed campaign module
Castle Zagyg Yggsburgh Part I campaign setting and adventures for the C&C game
...and much more ;)

The Trolls have a batch of my mss. and I am working with a slug of freelancers to produce many more modules and reference books.

(Really I am semi-retired, but they just don't believe me when I claim that :uhoh:)

Cheers,
Gary

Levi Kornelsen

Friday, 21st October, 2005, 11:18 PM

Sir;

There have always been, and always will be, folks doomsaying in the RPG industry, even when things are great, and people saying things are fabulous, even when sales are bad. Given the lack of information that folks have in relation to things like sales numbers, profit margins, and the like, this is pretty inevitable.

However, it seems likely that one person who'd likely have an intuitive handle and good general guess on how things are sitting right now as far as industry peaks and slumps would be yourself.

So, sir, in that regard, how do you think the industry is doing as a whole right now? Any insights?

Col_Pladoh

Friday, 21st October, 2005, 11:40 PM

Quote:

*Originally Posted by **Levi Kornelsen***

Sir;

There have always been, and always will be, folks doomsaying in the RPG industry, even when things are great, and people saying things are fabulous, even when sales are bad. Given the lack of information that folks have in relation to things like sales numbers, profit margins, and the like, this is pretty inevitable.

However, it seems likely that one person who'd likely have an intuitive handle and good general guess on how things are sitting right now as far as industry peaks and slumps would be yourself.

So, sir, in that regard, how do you think the industry is doing as a whole right now? Any insights?

Heh...

Could be you are correct in your assessment of my capacity, although there are many who would dispute that. Be that as it may, I will opine a bit in regard to your query:

The audience for paper RPGs is at best static, and likely to decline a bit due to attrition, for the only sizable publisher in the field, WotC (cum Hasbro) is not actively recruiting new young players through a basic game offering and advertising for such customers. Meanwhile there is stiff competition for players and their custom from computer and online computer "RPGs" and all manner of other entertainment forms.

The RPG market is small and overcrowded with product, games and accessories alike, so the prospects for any new publisher are dim, as dim as they are for many of the small ones now extant.

I think that if D&D goes into a 4th edition the marketplace will be damaged.

This is not to say that I see the end of paper RPGs, only that that I view the market as a small one that is very unlikely to grow larger, much more likely to contract somewhat unless there is a concerted effort to expand it. At best I do not envision the audience as growing to a size beyond that of what must be considered a nich one--say a maximum of 10 million active participants in North America if there is a consumer advertising push of considerable sort.

I do not anticipate such a marketing campaign being launched, but I would surely welcome that effort.

Cheers,
Gary

Nathal

Saturday, 22nd October, 2005, 01:01 AM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

I think that if D&D goes into a 4th edition the marketplace will be damaged.

I agree, unless they create a basic game---something more along the lines of C&C---and an Advanced game for experienced players. Make it modular, and eliminate the howling advocates of "light" versus "rules heavy" game systems by offering both under the same brand name. What a novel concept, eh? ;)

Quote:

Originally Posted by **Nathal**

I agree, unless they create a basic game---something more along the lines of C&C---and an Advanced game for experienced players. Make it modular, and eliminate the howling advocates of "light" versus "rules heavy" game systems by offering both under the same brand name. What a novel concept, eh? ;)

I urged something similar to Peter Adkison way back when, but my suggestions fell upon deaf ears. Since then the position of WotC seems to have hardened further, so I rather doubt such a step will be taken.

Pity that...

Gary

Orius

Saturday, 22nd October, 2005, 04:53 PM

Quote:

Originally Posted by **Col_Pladoh**

And you have come to the right person for a frivolous answer :lol:

My players know better than to try something sure to incur wrath :]

Such tactics are a matter for the DM to manage, and as one here is how I would handle an attempt of this sort.

"Sorry, Flubspell, but your Rock to Mud casting seems to fizzle out when it contacts the stonework of the temple. golly, I guess the builders must have imbued it with some fort of protection from this sort of assault on its integrity..."

"Oh, by the by, it seems that you are now turning a ghastly gray color. It seems as if your attempt has invoked a curse of some sort, as you feel quite weak and not at all well..."

I'd use the same sort of response if someone tried that with any important campaign setting. To stop the rules lawyers from their shrill protests I's write up a few spells to cover constructions--anti-disintegration, anti-rock to mud, etc. Also a few retributive spells to be activated and aimed unerringly at any spell caster attempting to bring down a structure by that sort or obvious and predicable tactic. Just because such spells are not included in the standard roster doesn't mean they don't exist.

This is pretty much the reason I tend to avoid the typical dungeon crawl as a DM at higher levels. Once the PCs start reaching certain levels, particularly spellcasters, they have more and more means at their disposal to circumvent the physical boundaries of a dungeon. So as a DM I generally have to options: restrict spells and other special abilities, or challenge them in different ways. I prefer the latter, though it's more difficult and requires more planning. There's nothing wrong with the occasional dungeon where magic works...differently...that only higher level PCs can successfully navigate though.

Don't get me wrong, I like dungeons, and I like making them, but I think they just work better with low level PCs.

Orius

Saturday, 22nd October, 2005, 05:01 PM

Quote:

Originally Posted by **Col_Pladoh**

The audience for paper RPGs is at best static, and likely to decline a bit due to attrition, for the only sizable publisher in the field, WotC (cum Hasbro) is not actively recruiting new young players through a basic game offering and advertising for such customers. Meanwhile there is stiff competition for players and their custom from computer and online computer "RPGs" and all manner of other entertainment forms.

I think possibly WotC is using their miniatures game as a way of recruiting newer players. At least that seems to be part of their strategy. I do give them credit for one thing though: they actively conduct market research. That's something that wasn't seen in the past and ended up hurting the hobby. From what I understand though, the majority of their customers tend to be in their mid 20s or so and have more disposable income to buy gaming products than teens, so they tend to market to those customers.

Col_Pladoh

Saturday, 22nd October, 2005, 05:16 PM

Quote:

Originally Posted by **Orius**

...

Don't get me wrong, I like dungeons, and I like making them, but I think they just work better with low level PCs.

Or with high-level PCs whose players are not power gamers seeking to become demi-gods or greater, rather playing the game in the spirit in which it was meant;)

Cheers,
Gary

Edena_of_Neith

Saturday, 22nd October, 2005, 06:51 PM

(considers Gary's post above)

Rats. Another evil plan by my characters to take over the D&D worlds foiled. :D

I don't get to wipe out \$60 spent by the DM and 10 to 20 hours (or more) of preparation on his part with a single spell. Nuts. It's totally unfair. It's unfair, I tell you! Unfair!

Anyways ...

The tactic I suggested (using the Rock to Mud) caused me to ask: what could I do, if my characters had a castle, to protect against it (assuming a DM used such tactics as the Rock to Mud tactic.)

The first thought that came to mind was Wall of Force.

So ...

Just how powerful is Wall of Force? How much damage will it take before it collapses? I have had to make a lot of arbitrary rulings on this, since the spell is not invincible but it is very powerful.

Now, I'm curious on your take.

For example, let's say a Wall of Force cast by a 10th level wizard has 1,000 hit points? An 11th level wizard would create a Wall of Force with 1,210 hit points? A 12th level wizard would create a Wall of Force with 1,440 hit points?

- Perhaps a 6 dice fireball removes 6 points, and a 30 hit dice fireball 30 points from the Wall (plus the level of the spell in points, plus the level of the caster, in points) ?
- Spells and items that fire other spells that inflict dice of damage (Cone of Cold, Lightning Bolt, etc.) would inflict 1 hit point per hit dice of damage on the Wall (plus the level of the spell and the level of the caster, or the level required to create the item plus the level of it's spell plus the level of it's user) ?
- Other types of spells (enchantment, illusion, wild magic, etc.) successfully deflected by the Wall cause it to sustain hit points of damage equal to the level of the spell (plus the level of the spell and the level of the caster) ?
- Innate spell-like attacks cause 1 point of damage to the Wall per spell level equivalent, plus the a number of points of damage equal to the hit dice of the monster?
- A weapon hit, does no damage, except for it's magical bonus, counted in points of damage (a + 3 sword does 3 points.) ?
- A stick of dynamite would do 1 point per hit dice of blast damage? (So, your typical stick of dynamite would do 6 points of damage.)
- A firearm would do 1 point per hit dice of damage caused (including the area effect attacks of weapons like gatling guns, mini-guns, etc.) ?
- An energy weapon attack (such as a lightsabre, plasma cannon, phaser, whatever) would do 1 point of damage per hit dice of damage caused?
- Disintegration attacks would down the Wall, without harming what was behind it?
- The Wall would lose, say, 1 point per ton of impact (that is, a 100 ton locomotive running into it would cause 100 hit points of damage. A 100 ton dragon flying into it would do likewise) ?
- The Wall could hold up 1 ton of weight per hit point? Doubling the weight beyond that would inflict 1 hit point per round on the Wall? Doubling the weight beyond that would inflict 10 hit points per round? Doubling the weight beyond that would inflict 100 hit points per round on the Wall? Any weight beyond that would cause the Wall to instantly collapse?

What is your take?

I've been wanting to ask THIS question for many, many years!

Edena_of_Neith

gideon_thorne

Saturday, 22nd October, 2005, 06:56 PM

Quote:

*Originally Posted by **Edena_of_Neith***

The tactic I suggested (using the Rock to Mud) caused me to ask: what could I do, if my characters had a castle, to protect against it (assuming a DM used such tactics as the Rock to Mud tactic.)

scratches head Seems to me that a simple Protection from Magic or some sort of modified Anti magic spell cast into the stones of the fortification itself would be much more the thing. In essence giving the wall magic resistance. :cool:

Edena_of_Neith

Saturday, 22nd October, 2005, 07:03 PM

Oh, there are - obviously - a host of spells to protect structures. A certain spell from the old Tome of Magic 2nd Edition comes to mind here (it reflects spells right back at the caster.)

But I am asking now about the old 1st Edition/2nd Edition Wall of Force.
That spell has been a Question Mark for 20 years.

Nothing like asking the Creator of the Game for his take on Wall of Force. :)

Yours Sincerely
Edena_of_Neith

All times are GMT +1. The time now is 04:13 PM.

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Col_Pladoh

Saturday, 22nd October, 2005, 07:10 PM

Quote:

Originally Posted by **Edena_of_Neith**

(considers Gary's post above)

Rats. Another evil plan by my characters to take over the D&D worlds foiled. :D

I don't get to wipe out \$60 spent by the DM and 10 to 20 hours (or more) of preparation on his part with a single spell. Nuts. It's totally unfair. It's unfair, I tell you! Unfair!

Clearly you understand why I opined as I did ;)

Quote:

Anyways ...

The tactic I suggested (using the Rock to Mud) caused me to ask: what could I do, if my characters had a castle, to protect against it (assuming a DM used such tactics as the Rock to Mud tactic.)

The first thought that came to mind was Wall of Force.

So ...

Just how powerful is Wall of Force? How much damage will it take before it collapses? I have had to make a lot of arbitrary rulings on this, since the spell is not invincible but it is very powerful.

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What is your take?

I've been wanting to ask THIS question for many, many years!

Edena_of_Neith

What you posted seems sound and logical for the game system, so it should fit in your campaign if you do not wish to employ the more cavalier method of foiling such attempts as I suggested :]

In short, I have no problem with such rules as you post above. You went to a good deal of effort to set them forth, and it shows.

Considering the weight of solid stone, though, the one-ton weight limit is likely too low. A cubic foot of stone weight around 170 pounds...

Cheers,
Gary

Col_Pladoh

Saturday, 22nd October, 2005, 07:15 PM

Quote:

Originally Posted by **Orius**

I think possibly WotC is using their miniatures game as a way of recruiting newer players. At least that seems to be part of their strategy. I do give them credit for one thing though: they actively conduct market research. That's something that wasn't seen in the past and ended up hurting the hobby. From what I understand though, the majority of their customers tend to be in their mid 20s or so and have more disposable income to buy gaming products than teens, so they tend to market to those customers.

Teens have plenty of disposable income, as proven by clothing, entertainment, and music sales to that age segment;) They don't have \$100s a month to expend, but they have enough to buy \$50 games for sure.

Cheers,
Gary

ghul

Saturday, 22nd October, 2005, 09:30 PM

Quote:

Originally Posted by **Col_Pladoh**

Teens have plenty of disposable income, as proven by clothing, entertainment, and music sales to that age segment;) They don't have \$100s a month to expend, but they have enough to buy \$50 games for sure.

Cheers,
Gary

Quite true. Look at Hollywood for example. They save their quality written projects for the last two months of the year, so as to capture the attention of all the awards ceremonies; however, they produce drivel for the other ten months that is aimed largely at a teen-age audience. These days it's remakes of old horror flicks, and the rating is always PG-13, followed by a dvd release that is unrated. Point is, the executives of Hollywood know their target market, and they know these kids have cash in their pockets.

--Ghul

haakon1

Saturday, 22nd October, 2005, 11:42 PM

Quote:

Originally Posted by **Col_Pladoh**

So you are one of THEM... :mad:

:lol:

Flatland born, but woods-reared, that's the best I can claim. :uhoh:

Quote:

Originally Posted by **Col_Pladoh**

Right pretty for viewing, no fun at all to have to tramp over. about all we have hereabouts are the gravel hills left as terminal moraine desposit. Some of those knobs are relatoveit steep, though, and most difficult to clamber up. Thankfully, I haven't been moved to do such things for some years now :eek:

Our "mountains" are actually not all that tall, which makes it fun to hike around. My hometown's terrain is ancient mountains ground down by glaciers, marshland in between the rocky hills and rock outcroppings, and randomly left-behind glacial boulders. Throw in the old abandoned fire tower and CCC stone lean-tos in the reservation, Spy Rocks where the colonials spotted the Red Coats and ambushed them on Stone Hill Road, and you've got some "inspiring" terrain for gamers. And we've got some fun history that I've ripped off for "medieval" authenticity in my games with people from other places. The Leatherman, for instance, makes a good background NPC.

<http://www.townofpoundridge.com/>

So, has much of Lake Geneva made it into your writings? I assume a whole of it has, not just the old abandoned looney bin of Zagyg the Mad. :p

Quote:

Originally Posted by **Col_Pladoh**

hunting a komodo dragon armed only with a staff is brave to the point of foolheartiness. My friends and I would have dared it only with our bows...or maybe out rifles and shotguns.

See, that's where you caught me in being a Flatlander. We were "hunting", but we didn't expect to find anything. Our "fieldcraft" skills were limited to being able to tell the scat of a few different animals, knowing when a trail was used by deer (pretty much if it existed, it was, but we knew signs like when they rubbed themselves on trees), spotting where deer sleep, knowing what some of the plants were. None of us actually had weapons better than our DM's BB rifle, which he left home. Considering our town is about 30 square miles with 4000 people, and we started in our DM's backyard and "hunted" along the deer trails for about 2 hours, we would have been almost as shocked as the media if we'd found it.

Plus, carrying around fallen 5' long tree branches wouldn't be considered unusual or disturbing if somebody saw us . . . perfectly normal behavior, as Gandalf convinced the guards at Edoras. Who's to know if it's for defense against dragons or for scrambling up rocky outcroppings? I suppose we could have brought axes, but who wants to carry an axe around in the woods? It's not like we come from Wisconsin and we work in a lumber mill there. :)

Quote:

*Originally Posted by **Col_Pladoh***

As for blame for injury, likely D&D, and I as well, would have been fingered :heh:

You know it. If we found it and directed the proper authorities to rescue it (which was the plan), the local news story would have emphasized the Boy Scout (later Eagle Scout) background of one of the guys (the DM). If we found it and somebody got bitten, it would probably have made national news (the Enquirer or the Darwin Awards, perhaps!) but it would be all about the crazy D&D players!

See -- D&D isn't just a doorway to worshipping Satan -- it's also a gateway to getting horribly infected bites from huge tropical lizards with bad dental hygiene! The teens of small town America need to be protected!

Col_Pladoh

Sunday, 23rd October, 2005, 03:47 AM

Howdy Haakon1,

That sounds like me, born in Flatland, summered in Wisconsin and removed there when I was age 8.

Not much of Lake Geneva has made it into mt fantasy writing, but nearby Elkhorn made in into Gamma World, and I have a horror campaign written up in part that's based in LG and the surrounding area.

While none of us were woodsmen, save Phil Gray who became a forest ranger, we did a lot of, hiking, hunting, and camping. Deer are the largest game animals hereabouts, and only a few coyotes slink unseen through the night.

Back to the World Series game now :cool:

Cheers,
Gary

BOZ

Sunday, 23rd October, 2005, 04:58 AM

woohoo, go sox! ;)

Edena_of_Neith

Sunday, 23rd October, 2005, 06:34 AM

Thanks Gary for the reply. :)

I always thought of Lake Geneva as having a special aura (a magical aura, as it were.) After all, this is the home town of TSR, and had a lot of other nice things about it as well (such as the dashing, leaping mail carriers for the boat.)

haakon1

Sunday, 23rd October, 2005, 11:37 PM

Quote:

*Originally Posted by **Edena_of_Neith***

Thanks Gary for the reply. :)

I always thought of Lake Geneva as having a special aura (a magical aura, as it were.)

Nod, my thoughts exactly.

MerricB

Monday, 24th October, 2005, 02:13 AM

Quote:

*Originally Posted by **Col_Pladoh***

WotC (cum Hasbro) is not actively recruiting new young players through a basic game offering and advertising for such customers.

D&D Basic Game:

<http://www.3rdedition.org/merricb/basicset.jpg>

It has been selling quite well at my FLGS.

A new edition of the Basic Game seems to be due out in June next year.

Wizards are giving away a copy of the Basic Game as part of a History Channel promotion with the Crusades: Crescents and the Cross program on Nov 6. (see here: <http://www.wizards.com/default.asp?x=dnd/news/20051021a>)

They also provide D&D Basic Games to libraries as part another promotion. I know there's been more discussion of this on ENworld, but I can't remember where.

Cheers!

Nathal

Monday, 24th October, 2005, 02:34 AM

I believe that box set is terribly limited compared to the 1983 red box Basic set, and subsequent sets (Companion, Expert). I have many reasons for believing this, but I'll sum up by saying that Kids of a certain age (10 to 12) aren't as likely to jump from the basic set of which you speak and delve into the morass of rules that is the current edition. Certainly not when it competes against XBOX and collectable card games. 3rd Edition was marketed primarily to college aged kids, and remains strongly geared toward that age set.

The Basic set you site is insufficient to curb attrition from our hobby. It plays like a board game and does little to introduce kids to the real spirit and feel of what an RPG is. It's much more likely to get the kid interested in the minatures wargame if anything. I think the D&D game should be marketed to two different age groups, Basic for the young (but expanded far beyond the current box) and Advanced for the college age kids, or more mature teens.

I think Wizards would be wise to make D&D more modular in the 4th Edition. Begin with a basic game (ya know, like C&C...nix feats and prestige classes and layers upon layers of tactics), and then published advanced options for players that care about that sort of thing (with miniatures rules, feats, skills, prestige classes, etc).

Quote:

*Originally Posted by **MerricB***

D&D Basic Game:

<http://www.3rdedition.org/merricb/basicset.jpg>

It has been selling quite well at my FLGS.

A new edition of the Basic Game seems to be due out in June next year.

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They also provide D&D Basic Games to libraries as part another promotion. I know there's been more discussion of this on ENworld, but I can't remember where.

<http://www.wizards.com/default.asp?x=dnd/library>

Cheers!

dead

Monday, 24th October, 2005, 05:05 AM

Dear Gary,

What is the name of the world that Yggsburg is set on?

If Yggsburg is a town of 22,000 residents, how many residents would your vision of the City of Greyhawk have?

I was thinking of starting a new Greyhawk Campaign but I didn't want to use the TSR City of Greyhawk. Would Yggsburg be a good alternative or would it be too small?

Thank you

Col_Pladoh

Tuesday, 25th October, 2005, 05:49 PM

Quote:

*Originally Posted by **MerricB***

D&D Basic Game:

...

It has been selling quite well at my FLGS.

So where is the advertising to push the game? Are they doing TV commercials? Color ads in any periodicals aimed at teenage males? If so, I stand corrected. If not, sales by osmosis don't cut the mustard when it comes to enlarging the audience.

Cheers,
Gary

Col_Pladoh

Tuesday, 25th October, 2005, 05:55 PM

Lake Geneva is still an okay place, nothing like it was when I was a lad, and from what I have been able to garner, LG in the 40s and 50s was nothing like what it was earlier, say in the 1900s through 1930 when all the millionaires summered here.

That said, the plpce has some charm remaining, there is still some excellent gaming, and some fine creative authors around here.

Come on and see for yourselves when the next Lake Geneva Gaming Convention rolls around next July.

See you at the porch party here at my place on the Thursday before the con :D

Cheers,
Gary

Col_Pladoh

Tuesday, 25th October, 2005, 06:02 PM

Quote:

*Originally Posted by **dead***

Dear Gary,

What is the name of the world that Yggsburg is set on?

I designed the Eastmark to be sma;; enough to fit on most campaign worlds, so the global situation is left in the able hands of GMs ;)

Quote:

If Yggsburg is a town of 22,000 residents, how many residents would your vision of the City of Greyhawk have?

In my campaign the city was over 100,000, a metropolis.

Quote:

I was thinking of starting a new Greyhawk Campaign but I didn't want to use the TSR City of Greyhawk. Would Yggsburg be a good alternative or would it be too small?

Thank you

Yggsburgh is not meant to be a replacement for the City of Greyhawk, it being smaller in population than what the former was depicted as having.

Note that there is a large city downriver to the west of Yggsburgh...

Cheers,
Gary

JoeGKushner

Tuesday, 25th October, 2005, 07:05 PM

Quote:

*Originally Posted by **Col_Pladoh***

So where is the advertising to push the game? Are they doing TV commercials? Color ads in any periodicals aimed at teenage males? If so, I stand corrected. If not, sales by osmosis don't cut the mustard when it comes to enlarging the audience.

*Cheers,
Gary*

What about sales by osmosis at Toys R Us? While many D&D core books and similiar books are found at Borders, this is the only D&D item I see at Toys R Us.

Col_Pladoh

Tuesday, 25th October, 2005, 07:29 PM

Quote:

*Originally Posted by **JoeGKushner***

What about sales by osmosis at Toys R Us? While many D&D core books and similiar books are found at Borders, this is the only D&D item I see at Toys R Us.

That isn't proof of anything more than the brand name recognition of D&D. Having space on a shelf does not equate to actively seeking to enlarge the audience for the product there at Toys R Us or any other consumer outlet, does it?

Cheers,
Gary

ghul

Wednesday, 26th October, 2005, 04:36 AM

Mr. Gygax,

In the Castle Zagyg: Yggsburgh book, the knights of Yggsburgh are all classified as fighters of various levels. I was wondering why this is. Shouldn't they just be standard C&C knights?

Also, I'd like to mention my Yggsburgh placement in Greyhawk. As you have helpfully suggested in another thread, I will be placing it between

the Neen and Ery rivers. "Neen" and "Ery" are the official names listed on most maps found throughout the Flanaess, but for the locals of Yggsburgh, the names Neemo and Urt are used.

Also, Dunfalcon = Dyvers. Since Dyvers is about 300 miles west (of course, not by the flight of the crow), it only makes sense that road to Dunfalcon is in fact the road to Dyvers (despite the fact that dun-falcon in name seems to imply grey-hawk). And again, this would be an instance where locals of Yggsburgh refer to a city by a name not considered "official." For sake of verisimilitude, perhaps there are several Dyvers residents who refer to the city by the Yggsburgh designation.

IMC, Yggsburgh would have a strained relationship with the City of Greyhawk, relishing in its independence from the metropolis north. It is like a sort of sibling rivalry, and because of this, Yggsburgh traders and merchants actually enjoy a better business relationship with the more distant Dunfalcon, or Dyvers.

Any thoughts on these assertions, esteemed father of the game?

--Ghul

haakon1

Wednesday, 26th October, 2005, 06:50 AM

Quote:

*Originally Posted by **Col_Pladoh***

Come on and see for yourselves when the next Lake Geneva Gaming Convention rolls around next July.

See you at the porch party here at my place on the Thursday before the con :D

Mentally scheduling . . . yes, that sounds like a good idea.

haakon1

Wednesday, 26th October, 2005, 07:04 AM

Quote:

*Originally Posted by **ghul***

I will be placing it between the Neen and Ery rivers.

If it's independent, that wouldn't fit too well with the "current" (and I think back to the gawd-awful From the Ashes) version of Greyhawk that says Greyhawk owns the whole region, down to Hardby and beyond.

IMC, it wouldn't quite fit there, but I have Hardby as an independent -- but pushed around -- city, run by a Gynarchy, and dealing in spices, salt, drugs, and transferring cargo from sea-going to riverine craft. Works for me.

For Dyvers, from the old AOL Greyhawk boards, I have only vague ideas -- rival of Greyhawk, and center of the manufacture of "clockwork" items. I remember the economic stuff. :]

Edena_of_Neith

Wednesday, 26th October, 2005, 08:30 AM

Ok, gotta ask this.

Did you read any of the IRs (here, on ENWorld) ?
If so, what did you think of our chicanery? :D

Col_Pladoh

Wednesday, 26th October, 2005, 03:43 PM

Quote:

*Originally Posted by **ghul****Mr. Gygax,**In the Castle Zagyg: Yggsburgh book, the knights of Yggsburgh are all classified as fighters of various levels. I was wondering why this is. Shouldn't they just be standard C&C knights?*

The decision to make them fighters was made by the Trolls, not me. Take the matter up with them :]

Quote:

Also, I'd like to mention my Yggsburgh placement in Greyhawk. As you have helpfully suggested in another thread, I will be placing it between the Neen and Ery rivers. "Neen" and "Ery" are the official names listed on most maps found throughout the Flanaess, but for the locals of Yggsburgh, the names Neemo and Urt are used.

that is strictly up to you, as the material you mention is the IP of WotC :)

Quote:

Also, Dunfalcon = Dyvers. Since Dyvers is about 300 miles west (of course, not by the flight of the crow), it only makes sense that road to Dunfalcon is in fact the road to Dyvers (despite the fact that dun-falcon in name seems to imply grey-hawk). And again, this would be an instance where locals of Yggsburgh refer to a city by a name not considered "official." For sake of verisimilitude, perhaps there are several Dyvers residents who refer to the city by the Yggsburgh designation.

Literally translated, dun = gray and a falcon is a type of hawk...

Quote:

*IMC, Yggsburgh would have a strained relationship with the City of Greyhawk, relishing in its independence from the metropolis north. It is like a sort of sibling rivalry, and because of this, Yggsburgh traders and merchants actually enjoy a better business relationship with the more distant Dunfalcon, or Dyvers.**Any thoughts on these assertions, esteemed father of the game?**--Ghul*

Were there a Yggsburgh on the World of Greyhawk, I would agree that there would be no love lost between the two communities, although the smaller town would want to keep well clear of the larger city in regards annoying its neighbor.

Cheers,
Gary

Col_Pladoh

Wednesday, 26th October, 2005, 03:45 PM

Quote:

*Originally Posted by **ghul****Mr. Gygax,**In the Castle Zagyg: Yggsburgh book, the knights of Yggsburgh are all classified as fighters of various levels. I was wondering why this is. Shouldn't they just be standard C&C knights?*

The decision to make them fighters was made by the Trolls, not me. Take the matter up with them :]

Quote:

Also, I'd like to mention my Yggsburgh placement in Greyhawk. As you have helpfully suggested in another thread, I will be placing it between the Neen and Ery rivers. "Neen" and "Ery" are the official names listed on most maps found throughout the Flanaess, but for the locals of Yggsburgh, the names Neemo and Urt are used.

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Also, Dunfalcon = Dyvers. Since Dyvers is about 300 miles west (of course, not by the flight of the crow), it only makes sense that road to Dunfalcon is in fact the road to Dyvers (despite the fact that dun-falcon in name seems to imply grey-hawk). And again, this would be an instance where locals of Yggsburgh refer to a city by a name not considered "official." For sake of verisimilitude, perhaps there are several Dyvers residents who refer to the city by the Yggsburgh designation.

Literally translated, dun = gray and a falcon is a type of hawk...

Quote:

IMC, Yggsburgh would have a strained relationship with the City of Greyhawk, relishing in its independence from the metropolis north. It is like a sort of sibling rivalry, and because of this, Yggsburgh traders and merchants actually enjoy a better business relationship with the more distant Dunfalcon, or Dyvers.

Any thoughts on these assertions, esteemed father of the game?

--Ghul

Were there a Yggsburgh on the World of Greyhawk, I would agree that there would be no love lost between the two communities, although the smaller town would want to keep well clear of the larger city in regards annoying it, giving it cause to declare hostilities.

Cheers,
Gary

Col_Pladoh

Wednesday, 26th October, 2005, 03:47 PM

Quote:

*Originally Posted by **haakon1***

Mentally scheduling . . . yes, that sounds like a good idea.

Sounds good to me. The LGGC is slated for early July as far as I know.

Cheers,
Gary

Col_Pladoh

Wednesday, 26th October, 2005, 03:49 PM

Quote:

*Originally Posted by **Edena_of_Neith***

Ok, gotta ask this.

*Did you read any of the IRs (here, on ENWorld) ?
If so, what did you think of our chicanery? :D*

No, as I am really swamped with work of late...despite my proclaimed semi-retirement.

Point me to them with a URL and I'll be sure to read same and comment there or here;)

Cheers,
Gary

dcas

Wednesday, 26th October, 2005, 07:14 PM

Quote:

*Originally Posted by **Col_Pladoh***

Sounds good to me. The LGGC is slated for early July as far as I know.

Quote:

*Troll Lord Games is proud to announce the second annual Lake Geneva Gaming Convention to be held in Lake Geneva, WI on **June 9, 10 and 11 of 2006**. The Lake Geneva Gaming Convention will once again be held at The Cove, a resort on the very shores of beautiful Lake Geneva. Returning as honored guests are Gary Gygax, Frank Mentzer, Tom Wham, James Ward, Ernie Gygax, Darlene and Rob Kuntz.*

<http://www.trolllord.com/news.htm> (scroll down)

Col_Pladoh

Wednesday, 26th October, 2005, 07:21 PM

Quote:

*Originally Posted by **dcas***

Note that the website for the LGGC in 2006 is down, so that's why I didn't state a firm date;)

Cheers,
Gary

Orius

Wednesday, 26th October, 2005, 07:36 PM

Quote:

*Originally Posted by **Col_Pladoh***

Or with high-level PCs whose players are not power gamers seeking to become demi-gods or greater, rather playing the game in the spirit in which it was meant;)

I don't agree if it means players using abilities they've gained over the course of their adventuring careers in a manner that makes sense within the framework of the game. One of the main overlying goals in a level based system is to become more powerful so one can face tougher challenges. I think it's cheap for a DM to simply disallow character abilities he finds inconvenient because he wants to keep running a campaign as if the characters were first or second level.

But if you mean rules lawyers using interpretations of the rules that go entirely in their favor, then I agree. Flooding a large dungeon with mud does seem quite a bit over the top to me, and as a DM I'd likely try to rein it in as much as possible. And besides, often a group will head down into a dungeon in search of an ancient relic, lost lore or the like, and burying everything in mud doesn't help there. And of course, the other players could come to the DM's assistance here too. Something along the lines of, "Dammit, Flubspell, how the hell are we going to loot this place now?!" :lol:

Col_Pladoh

Wednesday, 26th October, 2005, 07:51 PM

Hi Orius,

Of course the DM can not be so arbitrary as to prevent the PCs from using power gained through long and arduous adventure. However, that isn't likely to make them demi-gods that can simply change the stone of a castle or dungeon complex into mud, eh? Allowing that would be bad Dming in most cases;)

I was referring to the latter case you state, in general. I just think it better to prevent such abuse up front than to have it used and then mess up some quest the party must complete :)

Now I am off to play boardgames with Ernie and company!

Cheers,
Gary

JoeGKushner

Wednesday, 26th October, 2005, 08:06 PM

Quote:

*Originally Posted by **Col_Pladoh***

That isn't proof of anything more than the brand name recognition of D&D. Having space on a shelf does not equate to actively seeking to enlarge the audience for the product there at Toys R Us or any other consumer outlet, does it?

*Cheers,
Gary*

Well, it depends on how that product got there. If WoTC actively pursued Toys R Us to place it there, then yes, that's active no? As a starter boxed set, it would make sense and allow Toys R Us to decide if they ever wanted to expand beyond that, perhaps even to the miniatures which might be a natural fit as Heroscape is also sold by them.

Col_Pladoh

Thursday, 27th October, 2005, 12:08 AM

Quote:

*Originally Posted by **JoeGKushner***

Well, it depends on how that product got there. If WoTC actively pursued Toys R Us to place it there, then yes, that's active no? As a starter boxed set, it would make sense and allow Toys R Us to decide if they ever wanted to expand beyond that, perhaps even to the miniatures which might be a natural fit as Heroscape is also sold by them.

Sorry Amigo,

WoTC pushing goods to their supply chain in no way equates to consumer advertising to enlarge the base audience, particularly amongst young males. The fact is that you have supplied no evidence of consumer advertising, and what I said appears valid. I say appears because someone might have evidence of a large and wide-spread consumer advertising and marketing campaign to capture new players for roleplaying. After all TSR did a lot of that...;)

Cheers,

Gary

MerricB

Thursday, 27th October, 2005, 12:44 AM

Quote:

*Originally Posted by **Col_Pladoh***

I say appears because someone might have evidence of a large and wide-spread consumer advertising and marketing campaign to capture new players for roleplaying.

G'day, Gary!

I asked Charles Ryan about this; you can find his reply here:
<http://www.enworld.org/showthread.php?t=153957>

I hope you find it interesting.

Cheers!

Col_Pladoh

Thursday, 27th October, 2005, 03:53 PM

Quote:

Originally Posted by Mer icB

G'day, Gary!

*I asked Charles Ryan about this; you can find his reply here:
<http://www.enworld.org/showthread.php?t=153957>*

I hope you find it interesting.

Cheers!

Actually, I found the information rather vague :lol:

When I was at TSR and in charge of advertising and marketing, we had print, radio, and TV ads. Print ads in gaming magazines are not going to bring in new customers of course. We advertised in various comic books, SF magazines, and *Boy's Life* amongst other periodicals. The TV ads were fairly effective, I add, as were a series of ads we did in *New Yorker*.

In short, I am not impressed with WotC's efforts to expand the audience for the D&D game.

Nuff said!

Gary

Henry

Thursday, 27th October, 2005, 04:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

*The TV ads were fairly effective, I add, as were a series of ads we did in *New Yorker*.*

Do you recall any details from the TV ads of those days? I remember the comic books, the magazines, and I've heard about the radio ads ("Morley the Wizard") from Diaglo here at ENWorld, but the TV ads I saw nary a one - were they limited to the midwest?

If anything, in my school, it was not the ads that got people playing - it was the devil-worshipping that was supposedly going on! :lol:

Oh, to be a "bad boy" game again... :)

Col_Pladoh

Thursday, 27th October, 2005, 04:46 PM

Quote:

Originally Posted by Henry

Do you recall any details from the TV ads of those days? I remember the comic books, the magazines, and I've heard about the radio ads ("Morley the Wizard") from Diaglo here at ENWorld, but the TV ads I saw nary a one - were they limited to the midwest?

If anything, in my school, it was not the ads that got people playing - it was the devil-worshipping that was supposedly going on! :lol:

Oh, to be a "bad boy" game again... :)

Heh,

And indeed the best advertising came from the sensationalist journalism and ranting attacks launched by "experts"--ban something and it will sell

out in a hurry :lol:

As for the TV ads, I have a copy someone sent me. The late Dave Dimery was VP of Advertising at TSR, and he would know for sure. The best I can manage is a recollection of buys in spot markets in various states. I am sure they were not confined to the Midwest.

Cheers,
Gary

StupidSmurf

Thursday, 27th October, 2005, 06:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

Actually, I found the information rather vague :lol:

When I was at TSR and in charge of advertising and marketing, we had print, radio, and TV ads. Print ads in gaming magazines are not going to bring in new customers of course. We advertised in various comic books, SF magazines, and Boy's Life amongst other periodicals. The TV ads were fairly effective, I add, as were a series of ads we did in New Yorker.

In short, I am not impressed with WotC's efforts to expand the audience for the D&D game.

Nuff said!

Gary

I think I see your point, Gary. What's the use of having shelf space at a, say, Toys 'R Us, if you're not also provided the mass audience with reasons WHY they should be buying the stuff? After all, there's zillions of things at Toys 'R Us, and as a rule, most people I know go to a place like that in order to pick up a SPECIFIC thing, as opposed to a "Gee, I have some free time, I guess I'll go to this toy store and brave the hordes of screaming children in order to browse around and possibly find something I might want to buy." Most parents I know (including my wife and I) don't go to a place like "Toys", as a for instance, unless we absolutely, positively HAVE to. :)

Col_Pladoh

Thursday, 27th October, 2005, 06:58 PM

Quote:

*Originally Posted by **StupidSmurf***

I think I see your point, Gary. What's the use of having shelf space at a, say, Toys 'R Us, if you're not also provided the mass audience with reasons WHY they should be buying the stuff? After all, there's zillions of things at Toys 'R Us, and as a rule, most people I know go to a place like that in order to pick up a SPECIFIC thing, as opposed to a "Gee, I have some free time, I guess I'll go to this toy store and brave the hordes of screaming children in order to browse around and possibly find something I might want to buy." Most parents I know (including my wife and I) don't go to a place like "Toys", as a for instance, unless we absolutely, positively HAVE to. :)

You have it.

"Push" gets product onto shelves. "Pull" is the result of some sort of advertising, commercial or grassroots, word-of-mouth sort. Media hype against something results in a good deal of the latter sort of pull, but that ain't happening with D&D any more, so commercial advertising is required to call the attention of potential new customers to the product.

Of course having large displays in stores results in some number of impulse purchases, provided the product is well presented. The new D&D box is that, IMO. However, to get a steady stream of new customers steady advertising to the desired audience is a must. That should be evident from the number of commercials with which we are bombarded everywhere--especially TV and radio.

Cheers,
Gary

JoeGKushner

Thursday, 27th October, 2005, 08:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

You have it.

"Push" gets product onto shelves. "Pull" is the result of some sort of advertising, commercial or grassroots, word-of-mouth sort. Media hype against something results in a good deal of the latter sort of pull, but that ain't happening with D&D any more, so commercial advertising is required to call the attention of potential new customers to the product.

Of course having large displays in stores results in some number of impulse purchases, provided the product is well presented. The new D&D box is that, IMO. However, to get a steady stream of new customers steady advertising to the desired audience is a must. That should be evident from the number of commercials with which we are bombarded everywhere--especially TV and radio.

*Cheers,
Gary*

Interesting. What do you feel that a store's duties are then? One of the reasons people say that the hobby is dying is massively ineffectively run stores.

On the other hand, electronic stores, like Amazon, do a damn fine job of trying to match their inventory to you're previous selections and preferences.

Do you think that the places selling goods, including D&D, have to make this pull effort happen or does it all have to happen at the "manufacturing" end?

Col_Pladoh

Thursday, 27th October, 2005, 08:34 PM

Quote:

*Originally Posted by **JoeGKushner***

Interesting. What do you feel that a store's duties are then? One of the reasons people say that the hobby is dying is massively ineffectively run stores.

That is quite unfair to stores, including specialist game shops.

Quote:

On the other hand, electronic stores, like Amazon, do a damn fine job of trying to match their inventory to you're previous selections and preferences.

True, they are good at moving merchandise that someone goes on line to view. No problem with electronic memory of customers and their previous purchases;)

Quote:

Do you think that the places selling goods, including D&D, have to make this pull effort happen or does it all have to happen at the "manufacturing" end?

FLGS surely must do their best to offer friendly service from knowledgeable staff, make customers feel welcome, and well-served. Having a place to play games and placng special orders are a part of that.

Most stores have no interest in doing more than taking customers' cash for goods that buyers pull off shelves and take to the checkout counter. Not a few game shops are of that bent. That's why they love hot items, reveled in the popularity of CCGs. No effort, just ring up sales ;)

That said, the publishers and manufactures are the ones responsible for creating consumer pull for goods. That is why we see so much advertising--to get customers into stores and asking for certain brand name products. Mass market publishers even do it when they have a big-name book they want to market and make a million-seller.

Excellent products will have word of mouth pull for a time, classics will retain it for a protracted period with some relatively minor advertising to remind consumers. Examples of word of mouth pull include *D&D*, *Settlers of Catan*, and recently *Ticket to Ride*. the standard family games with protracted word of mouth pull are *Clue* and *Monopoly* and a few others. The *D&D* game in a boxed version would fall into the latter category save for the fact that it requires a specialist, the DM, to make it run properly. That's why it needs more advertising push to prospective consumers, get potential DMs to pick it up and decide they like it. Then the new DMs create word of mouth pull for the product.

Ads online are generally a "preaching to the choir" activity as far as D&D is concerned. This isn't so for the other RPGs that lack the name recognition and participant base that D&D has.

Only a pubisher with sales such as WotC has can afford to do much consumer advertising other than online.

Life ain't easy for RPG publishers :confused:

Cheers,
Gary

StupidSmurf

Thursday, 27th October, 2005, 08:57 PM

So then, it sounds like the solutions would be:

1. On the FLGS side, have people behind the counter who are willing to expand at least some effort at promoting stuff in a favorable light, as opposed to have some brain-dead yutz who just wants to sit there on his duff and ring up a sale, but can't tell you the difference between Paranoia and Call of Cthulhu.
2. On the gaming company side, keep an eye on ways to propagate the hobby, perhaps making it more accessible without diluting the original product.
3. Also on the gaming company side, coming up with products that don't inhale air sharply helps too! ;)
4. Again on the gaming company side, work with FLGS and also local gaming groups in the orbit of said FLGS's, to promote the products.
5. On the gamer's side, we need to keep an eye out to recruit more people into the hobby. For those of us who reproduced, make it a generational thing ;)

Have I missed anything?

I also have a few opinions I've formulated about this, but they're still sort of swirling around in my head, not quite taking shape yet. Maybe later.... :)

Y'know, as long as I've lived, I've never seen an ad for (A)D&D, outside of a gaming mag... I've never seen one for Monopoly, at ALL. WotC has done TV advertising for D&D, on some teenaged cable channel, as well as on the Sci-Fi Network, during the D&D II movie...

Sales of Monopoly and D&D both seem to be up...

gideon_thorne

Friday, 28th October, 2005, 04:22 PM

Quote:

*Originally Posted by **Steverooo***

Y'know, as long as I've lived, I've never seen an ad for (A)D&D, outside of a gaming mag... I've never seen one for Monopoly, at ALL. WotC has done TV advertising for D&D, on some teenaged cable channel, as well as on the Sci-Fi Network, during the D&D II movie...

Sales of Monopoly and D&D both seem to be up...

Really? I used to see them advertize AD&D on tv all the time in california back in the late 70's or so.

Col_Pladoh

Friday, 28th October, 2005, 04:49 PM

Quote:

*Originally Posted by **StupidSmurf***

So then, it sounds like the solutions would be:

- 1. On the FLGS side, have people behind the counter who are willing to expand at least some effort at promoting stuff in a favorable light, as opposed to have some brain-dead yutz who just wants to sit there on his duff and ring up a sale, but can't tell you the difference between Paranoia and Call of Cthulhu.*
- 2. On the gaming company side, keep an eye on ways to propagate the hobby, perhaps making it more accessible without diluting the original product.*
- 3. Also on the gaming company side, coming up with products that don't inhale air sharply helps too! ;)*
- 4. Again on the gaming company side, work with FLGS and also local gaming groups in the orbit of said FLGS's, to promote the products.*
- 5. On the gamer's side, we need to keep an eye out to recruit more people into the hobby. For those of us who reproduced, make it a generational thing ;)*

Have I missed anything?

I also have a few opinions I've formulated about this, but they're still sort of swirling around in my head, not quite taking shape yet. Maybe later.... :)

All of that is god business for merchants serving the public and for publishers. That will hale to assure the consumer base doesn't wither away.

To grow the consumer base the both shops and publishers must advertise and get such free promotion as can be managed. That keeps the shop in business, and if the publisher is doing it's best, there will be a growing number of consumers patronizing retailers...at worst new ones replacing those lost for all the reasons usual to a shrinking marketplace.

Cheers,
Gary

Col_Pladoh

Friday, 28th October, 2005, 04:52 PM

Quote:

*Originally Posted by **Steverooo***

Y'know, as long as I've lived, I've never seen an ad for (A)D&D, outside of a gaming mag... I've never seen one for Monopoly, at ALL. WotC has done TV advertising for D&D, on some teenaged cable channel, as well as on the Sci-Fi Network, during the D&D II movie...

Sales of Monopoly and D&D both seem to be up...

Monopoly is, as I mentioned above, a classic that needs no advertising. Retailers do that for Hasbro so as to attract customers to their business.

I was not aware of the cable TC channel ads for D&D. Good to learn that there were some. A lot more are needed,

As for sales being up, well, the general trend in hobby games is south, not north.

Cheers,
Gary

Col_Pladoh

Friday, 28th October, 2005, 04:53 PM

Quote:

*Originally Posted by **gideon_thorne***

Really? I used to see them advertize AD&D on tv all the time in california back in the late 70's or so.

That was TSR. As I said, we did a lot of consumer advertising to grow the audience base for the line;)

Cheers,
Gary

gideon_thorne

Friday, 28th October, 2005, 04:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

That was TSR. As I said, we did a lot of consumer advertising to grow the audience base for the line;)

*Cheers,
Gary*

That seriously cool cartoon was one of your best 'advertizements'. :)

Naturally I liked the Ranger and the Thief the best.

Col_Pladoh

Friday, 28th October, 2005, 05:06 PM

Quote:

*Originally Posted by **gideon_thorne***

That seriously cool cartoon was one of your best 'advertizements'. :)

Naturally I liked the Ranger and the Thief the best.

Indeed, the cartoon was excellent advertising for the D&D game :D

Now tell the truth, Peter, It was surely Bobby the Barbarian and Uni that were your favorites :lol:

Cheers,
Gary

gideon_thorne

Friday, 28th October, 2005, 05:09 PM

Quote:

*Originally Posted by **Col_Pladoh***

Indeed, the cartoon was excellent advertising for the D&D game :D

Now tell the truth, Peter, It was surely Bobby the Barbarian and Uni that were your favorites :lol:

*Cheers,
Gary*

Well...unicorns can be nice. Grilled in a light barbeque sauce anyhow. :]

Col_Pladoh

Friday, 28th October, 2005, 05:14 PM

Quote:

*Originally Posted by **gideon_thorne***

Well...unicorns can be nice. Grilled in a light barbeque sauce anyhow. :]

We all notice you have nothing rude to say about Bobby :lol:

Cheers,
Gary

Col_Pladoh

Friday, 28th October, 2005, 05:16 PM

Now I am going away for the day to accompany Gail to Milwaukee--she wants to do some antiquing, and has cozened me into the foray by a promise of Chinese dim sum.

Avante!
Gary

gideon_thorne

Friday, 28th October, 2005, 05:32 PM

Quote:

*Originally Posted by **Col_Pladoh***

We all notice you have nothing rude to say about Bobby :lol:

*Cheers,
Gary*

assumes lofty pose I am never rude to children of any age. :D

Col_Pladoh

Friday, 28th October, 2005, 10:38 PM

Back from the Milwaukee jaunt, and had a good lunch at the New Hong Kong Buffet in the bargain, but I failed to find a copy of *Ticket to Ride Europe*...

Quote:

*Originally Posted by **gideon_thorne***

**assumes lofty pose* I am never rude to children of any age. :D*

Then why are you so rude to me, eh? :p

Cheers,
Gary

gideon_thorne

Friday, 28th October, 2005, 11:22 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Back from the Milwaukee jaunt, and had a good lunch at the New Hong Kong Buffet in the bargain, but I failed to find a copy of *Ticket to Ride Europe*...*

Then why are you so rude to me, eh? :p

*Cheers,
Gary*

LOL! Bud, you ain't seen me when I am actually deliberately being rude. :D

Col_Pladoh

Friday, 28th October, 2005, 11:26 PM

Quote:

*Originally Posted by **gideon_thorne***

LOL! Bud, you ain't seen me when I am actually deliberately being rude. :D

Oh My stars!

You mean it can get worse :eek:

:lol: :lol: :lol:
Gary

gideon_thorne

Friday, 28th October, 2005, 11:33 PM

Quote:

*Originally Posted by **Col_Pladoh***

Oh My stars!

You mean it can get worse :eek:

:lol: :lol: :lol:
Gary

Yup. But ya really really have to be an uncool dude for it to get worse. :cool:

Col_Pladoh

Friday, 28th October, 2005, 11:38 PM

Quote:

*Originally Posted by **gideon_thorne***

Yup. But ya really really have to be an uncool dude for it to get worse. :cool:

:mad:

Me? I'd never qualify as being uncool, 'cause I am a gamer :confused:

:lol:
Gary

SuStel

Saturday, 29th October, 2005, 04:37 AM

Quote:

*Originally Posted by **Col_Pladoh***

Indeed, the cartoon was excellent advertising for the D&D game :D

I was playing D&D and AD&D before the cartoon was made, but I didn't keep up with the gaming community or industry back then. Therefore, when the *Unearthed Arcana* appeared in Toys-R-Us one holiday shopping season, I was taken by surprise. I looked inside and saw barbarians, cavaliers, and acrobats. "Hey!" I thought. "It's just like the cartoon!" I made my father buy it for me right away.

Edena_of_Neith

Saturday, 29th October, 2005, 08:51 AM

Heh. I would most certainly use that Rock to Mud spell. I wouldn't have asked if I wouldn't have tried the tactic. I say: All is fair, in love and war and gaming! :)

If I were DMing, and the PCs Rock to Mudded my Temple of Elemental Evil, EVERY monster in the place would come up and attack (undead and elementals do not suffocate, and elementals can easily open paths of egress for everyone else.) The mage isn't there anymore? Ok, go sack Hommlot and torture the people there until the culprit is named! It's Crystal Ball time after that. Then teleport to the mage's location and ... but the mage went to the King of Verbobonc for protection? (The King of Verbobonc: Do you know what you've done? Why the High Necromancer himself had come before me, threatened me, the King. What daring! What outrageousness! What arrogance! What innocence! ...)

Anyways ...

Your Chromatic Orb spell from *Unearthed Arcana* was a favorite of mine.

We know it was an Autokill spell at 12th level, if the mage could hit with it (and the dreaded and immensely popular elven fighter/mage, always could ...)

We know it was dropped in 2nd Edition AD&D.

I also know that, sadly for me, only one of my characters ever got to use it at 12th level! :(:D

Did you have Chromatic Orb as an Autokill spell in mind when you put it in *Unearthed Arcana*?

Was Chromatic Orb the way you wanted it to be, when it was published?

Do you still think of Chromatic Orb as a noteworthy spell, worthy of being in the *Player's Handbook*?

If you were to put Chromatic Orb in the PH now, would you keep it at 1st level or raise it's level? Keep it for illusionists only? Alter the spell characteristics?

Edena_of_Neith

Col_Pladoh

Saturday, 29th October, 2005, 08:38 PM

Quote:

*Originally Posted by **SuStel***

*I was playing D&D and AD&D before the cartoon was made, but I didn't keep up with the gaming community or industry back then. Therefore, when the *Unearthed Arcana* appeared in Toys-R-Us one holiday shopping season, I was taken by surprise. I looked inside and saw barbarians, cavaliers, and acrobats. "Hey!" I thought. "It's just like the cartoon!" I made my father buy it for me right away.*

Thanks:)

Your reaction to the UA book based on viewing the cartoon is another good example of "pull" from promotion.

Cheers,
Gary

Col_Pladoh

Saturday, 29th October, 2005, 08:57 PM

Quote:

Originally Posted by **Edena_of_Neith**

Heh. I would most certainly use that Rock to Mud spell. I wouldn't have asked if I wouldn't have tried the tactic. I say: All is fair, in love and war and gaming! :)

Heh, and I wasn't pointing a finger and fault-finding. My players try all sorts of imaginative and generally underhanded tactics, and so do I when I am playing, not GMing :lol:

Quote:

If I were DMing, and the PCs Rock to Mudded my Temple of Elemental Evil, EVERY monster in the place would come up and attack (undead and elementals do not suffocate, and elementals can easily open paths of egress for everyone else.) The mage isn't there anymore? Ok, go sack Hommlot and torture the people there until the culprit is named! It's Crystal Ball time after that. Then teleport to the mage's location and ... but the mage went to the King of Verbobonc for protection? (The King of Verbobonc: Do you know what you've done? Why the High Necromancer himself had come before me, threatened me, the King. What daring! What outrageousness! What arrogance! What innocence! ...)

Why allow the players to mess up the campaign setting?

Quote:

Anyways ...

*Your Chromatic Orb spell from Unearthed Arcana was a favorite of mine.
We know it was an Autokill spell at 12th level, if the mage could hit with it (and the dreaded and immensely popular elven fighter/mage, always could ...)
We know it was dropped in 2nd Edition AD&D.
I also know that, sadly for me, only one of my characters ever got to use it at 12th level! :(:D*

*Did you have Chromatic Orb as an Autokill spell in mind when you put it in Unearthed Arcana?
Was Chromatic Orb the way you wanted it to be, when it was published?
Do you still think of Chromatic Orb as a noteworthy spell, worthy of being in the Player's Handbook??*

Yes to all of the above.

Quote:

If you were to put Chromatic Orb in the PH now, would you keep it at 1st level or raise it's level? Keep it for illusionists only? Alter the spell characteristics?

Edena_of_Neith

I'd have to consider that seriously, something I haven't contemplated. My quick and dirty answer is keep all as it is but move the spell level up to 3rd for Illusionists.

Cheers,
Gary

Edena_of_Neith

Saturday, 29th October, 2005, 10:41 PM

(serious)

Why would I, as DM, allow my players to mess up the Campaign World?

I just want them to have fun. That's my only goal. I do the work, and they have the fun. What fun I get out of the game, as DM, is from empathy: I empathetically share the enjoyment of my players.

If their idea of having fun is something game-breaking, all I can do is ... try (lame as the attempt might be) to somehow keep it from being game-breaking, while still letting them get away with it.

I put a restriction on all-evil parties or mixed alignment parties with evils included: they have to be lawful good to each other, regardless of their behavior otherwise. I've learned the hard way what happens if I don't do that (the group breaks up, even if they were previously friends.)

Things that are patently silly, ridiculous and ruinous (I Wish them all dead. I Wish myself King of the World. In a day I create a new magic item that eats cities for dinner. I open a Gate to the center of the sun to blow up the planet. I summon Cthulu to devour all life.) I disallow ... except in the case of very young gamers making one-time attempts at such things. In that case, something does happen, but what happens is messy, unpredictable, a grave threat to the party, hopefully fun, and the Campaign World is little if any changed.

I view myself, as DM, as a servant of the players. I exist to cater to them. If they are not having fun, I feel like a failure.

The only problem with this approach is ... it can cause a nervous breakdown. Trying to please other people, much less a whole crowd of other people, is an awfully hard thing to do.

I've never run a game, period, where at least one player didn't end the game in misery. I'm afraid that my approach to DMing is just inherently fatally flawed.

But I don't know of a better way. I really don't. Honestly, I don't.

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Gary Gygax Q&A, Part IX

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gordonknox

Saturday, 29th October, 2005, 11:35 PM

Lost Caverns of Tsojcanth

Hello Mr. Gygax,

Could you talk a little bit about the Lost Caverns?

What was the driving force behind this module? Why so many new monsters (not complaining, big Behir lover here)? What role if any did Caverns play in your world? Last but not least, how did you come up with the name Tsojcanth and how do you pronounce it?

Thanks

gk

Beale Knight

Sunday, 30th October, 2005, 12:00 AM

Quote:

*Originally Posted by **Edena_of_Neith****(serious)**Why would I, as DM, allow my players to mess up the Campaign World?**I just want them to have fun. That's my only goal. I do the work, and they have the fun. What fun I get out of the game, as DM, is from empathy: I empathetically share the enjoyment of my players.**If their idea of having fun is something game-breaking, all I can do is ... try (lame as the attempt might be) to somehow keep it from being game-breaking, while still letting them get away with it.*

I have to echo Edena's sentiments here. When I designed my campaign world I designed it to BE broken by the players. Not easily to be sure, but certainly possible. I told them this up front, even asked them to break it. That's how I'm going to having my fun, seeing what they can do, watching them try wacky stuff, and having the powers of the world react accordingly. If the players try things that aren't well thought out, they'll pay the price, but I'm all for letting them make wholesale changes in the campaign world.

Edena_of_Neith

Sunday, 30th October, 2005, 01:07 AM

To Gary Gygax from Edena_of_Neith:

(quietly)

Since you asked about the IR, I will provide a link to the 1st and 2nd IRs.

The 1st IR was not a tabletop game, but rather a ... it just happened, for lack of better terminology. It was not a PBP game; it wasn't intended as a game at all. It was just a question I asked because I felt depressed, and wanted to find some humor by asking a nonsensical question.

The 2nd IR was a continuation of the story that had developed in the 1st IR.

It is a long read, being around 1,000 posts. Were it a book, it would be over 300 pages, maybe 400 pages long.

Caution on the link: it will take some time to come up, after clicking on it, unless you have a high speed cable modem.

Since you did ask, and seem curious, I'll put up the link. Read at your leisure. And ... hey, what the heck? ... you might find yourself entranced, and even amazed, at what happened after about 40 or 50 posts in ... :)

As for me, I'm not gloating, preening, or otherwise showing off.

I'm reminiscing, remembering the past, remembering something beautiful that will never happen again (for me.)

(humble, solemn look)

And I'll say it one last time, to you the Creator of the Game, as I said it so many times to others: It was my PLAYERS who made the beauty and the magic, not me. I give THEM the credit for everything that happened. And ... they gave something special back to me, which I'll keep forever. They gave me their time, their friendship, their joy and excitement, and they gave me all the magic and wonder that the Game and Hobby was meant to be about.

Here is the link:

<http://www.enworld.org/showthread.php?t=73784>

Yours Very Sincerely

Edena_of_Neith

Orius

Sunday, 30th October, 2005, 01:44 AM

Quote:

Originally Posted by **Col_Pladoh**

I was not aware of the cable TC channel ads for D&D. Good to learn that there were some. A lot more are needed,

Well, I don't anything about WotC's marketing strategy, but my guess is that they are handling things rather conservatively, and so not spending money on a broad TV advertising campaign. While bolder measures may very well be needed to build up the gaming community, I think over the short term they're more concerned about losing money like TSR did before it went bankrupt.

Orius

Sunday, 30th October, 2005, 01:47 AM

Quote:

Originally Posted by **Edena_of_Neith**

Your Chromatic Orb spell from Unearthed Arcana was a favorite of mine.

We know it was an Autokill spell at 12th level, if the mage could hit with it (and the dreaded and immensely popular elven fighter/mage, always could ...)

We know it was dropped in 2nd Edition AD&D.

Chromatic Orb appeared in both the *Complete Wizard's Handbook* and the *Wizard Spell Compendium* in 2e.

Omegaz

Sunday, 30th October, 2005, 02:48 AM

Quote:

Originally Posted by **Col_Pladoh**

Indeed, the cartoon was excellent advertising for the D&D game :D

Now tell the truth, Peter, it was surely Bobby the Barbarian and Uni that were your favorites :lol:

*Cheers,
Gary*

Hi Gary,

Thanks for sharing your wisdom with us.

I was wondering what your opinion of the D&D movies was? Do you think they've done anything to help grow the rpg audience? I thought the first movie was pretty wretched, but the second is getting good reviews.

Sean

BOZ

Sunday, 30th October, 2005, 02:56 AM

Quote:

Originally Posted by **Edena_of_Neith**

I view myself, as DM, as a servant of the players. I exist to cater to them. If they are not having fun, I feel like a failure.

The only problem with this approach is ... it can cause a nervous breakdown. Trying to please other people, much less a whole crowd of other people, is an awfully hard thing to do.

I've never run a game, period, where at least one player didn't end the game in misery. I'm afraid that my approach to DMing is just inherently fatally flawed.

But I don't know of a better way. I really don't. Honestly, I don't.

a wise man once said, "you can please all of the people some of the time, and you can please some of the people all of the time, but you can't please all of the people all of the time."

if you're trying too hard to make other people happy, then *you* might be missing out on *your* fun, and that's defeating the purpose of running a game.

Steverooo

Sunday, 30th October, 2005, 07:31 AM

Quote:

Originally Posted by **Col_Pladoh**

Why allow the players to mess up the campaign setting?

Yeah! Why, those PCs are *always* messing up your evil plans! Best to keep the pesky adventurers out of your worlds, all together! Why, they might even expend one of their weapon proficiencies on a Spetum, or a Ranseur, or... even go BOHEMIAN on you, and select an EARSPOON! Such advantage takers cannot be tolerated! :p :D

haakon1

Sunday, 30th October, 2005, 09:19 AM

On expanding the audience, I noticed with approval that my FLGS carries "The Idiot's Guide to D&D". It does a decent job of explaining what's going on for complete newbies. It's possible that with it, and the PHB and DMG and a module, someone could teach themselves to play without the usual helpers.

I think that might expand the game, mostly because it could lower the intimidation factor for new players. This particular FLGS mostly sells non-RPG stuff -- Warhammer, board games, puzzles, etc., and their audience is a mix of 8-40 year olds, with the younguns sometimes crying for D&D, with apparently knowing what it is.

Col_Pladoh

Sunday, 30th October, 2005, 03:25 PM

Quote:

*Originally Posted by **Edena_of_Neith***

(serious)

...

I view myself, as DM, as a servant of the players. I exist to cater to them. If they are not having fun, I feel like a failure.

That much is so, as the DM is there to provide entertainment to the players.

Quote:

The only problem with this approach is ... it can cause a nervous breakdown. Trying to please other people, much less a whole crowd of other people, is an awfully hard thing to do.

I've never run a game, period, where at least one player didn't end the game in misery. I'm afraid that my approach to DMing is just inherently fatally flawed.

But I don't know of a better way. I really don't. Honestly, I don't.

You are surely a very conscientious DM, maybe too much so. First, you are at least as important as any other participant, so you must have fun too, or something is wring.

If you aren't always having fun, likely someone, or several someones, in the group is causing a problem. Weed out such person or persons, and you and the remainder of the players will likely find the game sessions are uniformly enjoyable.

Cheers,
Gary

Col_Pladoh

Sunday, 30th October, 2005, 03:31 PM

Quote:

*Originally Posted by **gordonknox***

Hello Mr. Gygax,

Could you talk a little bit about the Lost Caverns?

What was the driving force behind this module? Why so many new monsters (not complaining, big Behir lover here)? What role if any did Caverns play in your world? Last but not least, how did you come up with the name Tsojcanth and how do you pronounce it?

Thanks

gk

Not much to tell here, but I'll try:)

I devised the adventure to entertain my best players, give them a "different": sort of dungeon crawl. The new monsters were created because the players characters were familiar with most other creatures from long adventuring successes, knew how to deal with them accordingly.

As to the name, I always try to invent new and interesting names for special adventures, the place or some antagonist. Tsojcanth is pronounced fairly easily by dividing the name into two parts, "Tsoj-canth"--TsOddJa-canth.

Cheers,
Gary

Col_Pladoh

Sunday, 30th October, 2005, 03:37 PM

Quote:

*Originally Posted by **Beale Knight***

I have to echo Edena's sentiments here. When I designed my campaign world I designed it to BE broken by the players. Not easily to be sure, but certainly possible. I told them this up front, even asked them to break it. That's how I'm going to have my fun, seeing what they can do, watching them try wacky stuff, and having the powers of the world react accordingly. If the players try things that aren't well thought out, they'll pay the price, but I'm all for letting them make wholesale changes in the campaign world.

Of course PCs are supposed to defeat the antagonists, solve the riddles, and succeed in the quests. That should be understood by all,

What is absolutely counter to the concept of the game is the PCs destroying a significant part, let alone the whole, of the campaign base. That is not only vandalism, but the mark of bad DMing in my view. To allow such a thing to happen after the DM has worked long and hard to create a place for adventuring is just plain wrong.

The KotDT comic strip has used this as a theme in a number of their stories, because laughter comes from discomfort. Ruining a campaign is not really amusing at all.

Cheers,
Gary

Cheers,
Gary

Col_Pladoh

Sunday, 30th October, 2005, 03:48 PM

Quote:

*Originally Posted by **Edena_of_Neith***

To Gary Gygax from Edena_of_Neith:

(quietly)

... Edena_of_Neith

Okay!

As I am swamped with work, and I want to watch football this afternoon, I confess to not reading carefully, but...

Funny thing, in the Town of Yggsburgh project of which I am the coordinator, where the community is being detailed by 19 freelancers writing as many modules, one of the designers indeed plans to include steam power being developed by gnomes :eek:

Actually, I have no real problems with that, as Archimedes invented a steam cannon for use in the defense of Syracuse.

I do have problems with high-pressure boilers and high-quality steel production rolling mills for producing steel rails, so no locomotives and railroad tracks.

Of course each GM can judge for himself what is or is not permitted in the campaign. I enjoy a good deal of levity to counterbalance the menace and violence in the setting.

That said, is there some special area you wished me to comment on, or will that suffice?

Cheers,
Gary

Col_Pladoh

Sunday, 30th October, 2005, 03:50 PM

Quote:

*Originally Posted by **Orius***

Well, I don't know anything about WotC's marketing strategy, but my guess is that they are handling things rather conservatively, and so not spending money on a broad TV advertising campaign. While bolder measures may very well be needed to build up the gaming community, I think over the short term they're more concerned about losing money like TSR did before it went bankrupt.

TSR's loss of money had nothing to do with its successful advertising campaign. The losses were from bad management outside advertising and promotion.

It is poor business not to advertise and promote your product, especially when it is relatively evident that the audience for your product is static, likely shrinking.

Cheers,
Gary

Col_Pladoh

Sunday, 30th October, 2005, 03:52 PM

Quote:

*Originally Posted by **Orius***

Chromatic Orb appeared in both the Complete Wizard's Handbook and the Wizard Spell Compendium in 2e.

As I never played 2E, I will take your word for it :lol:

Cheers,
Gary

Col_Pladoh

Sunday, 30th October, 2005, 04:06 PM

Quote:

*Originally Posted by **Omegaz***

Hi Gary,

Thanks for sharing your wisdom with us.

Heh...

Such as it is, eh? :confused:

Quote:

I was wondering what your opinion of the D&D movies was? Do you think they've done anything to help grow the rpg audience? I thought the first movie was pretty wretched, but the second is getting good reviews.

Sean

As the first D&D movie was like something that fell out of the back end of a horse, I was reticent about having anything to do with the new one. When asked about being flown out to the West Coast, wined and dined, given a private showing of the new D&D movie, I remurred, as I said I would feel obligated to say something nice even if it was a dog log, so they sent a couple of chaps here to Wisconsin, and when I saw the film I was pleasantly surprised. The new movie is much better than the first one, and I enjoyed it. I believe most other fantasy fans will likewise find it entertaining. So I agreed to be interviewed for the DVD version of the film, and you'll see me yattering on the second disk :eek:

The first film was such that its effect on the potential audience for the D&D game was more likely negative than positive. That is, prospective players would be turned away rather than drawn to the game. This is not so in regards the second film. It is no epic as were the LotR trilogy of movies, nor as captivating as the "Harry Potter" films, but it was exciting and portrayed the D&D experience reasonably well and faithfully. If seen by fantasy fans they might well be motivated to pick up the D&D game and give it a try. So overall I would say that it is a good promotional vehicle.

Cheers,
Gary

Col_Pladoh

Sunday, 30th October, 2005, 04:08 PM

Quote:

*Originally Posted by **BOZ***

a wise man once said, "you can please all of the people some of the time, and you can please some of the people all of the time, but you can't please all of the people all of the time."

if you're trying too hard to make other people happy, then "you" might be missing out on "your" fun, and that's defeating the purpose of running a game.

Correct Boz,

You said much what I suggested in my response to him ;)

Cheers,
Gary

Col_Pladoh

Sunday, 30th October, 2005, 04:10 PM

Quote:

*Originally Posted by **Steverooo***

Yeah! Why, those PCs are always messing up your evil plans! Best to keep the pesky adventurers out of your worlds, all together! Why, they might even expend one of their weapon proficiencies on a Spetum, or a Ranseur, or... even go BOHEMIAN on you, and select an EARSPOON! Such advantage takers cannot be tolerated! :p :D

Oh please!

Don't get up on a high horse here, dude :mad:

There is a big difference between defeating the obstacles the DM places before the adventuring party and the players ruining the campaign.

You seem to suggest that the DM should allow the latter, and that is sheer folly.

Gary

Col_Pladoh

Sunday, 30th October, 2005, 04:13 PM

Quote:

Originally Posted by **haakon1**

On expanding the audience, I noticed with approval that my FLGS carries "The Idiot's Guide to D&D". It does a decent job of explaining what's going on for complete newbies. It's possible that with it, and the PHB and DMG and a module, someone could teach themselves to play without the usual helpers.

I think that might expand the game, mostly because it could lower the intimidation factor for new players. This particular FLGS mostly sells non-RPG stuff -- Warhammer, board games, puzzles, etc., and their audience is a mix of 8-40 year olds, with the younguns sometimes crying for D&D, with apparently knowing what it is.

While I have seen some very mixed reactions to the work, I suppose it is a minor aid to the promotion of the D&D game, especially if found in many bookstores where non-RPGers will possibly pick it up.

That said, it is not the same as consumer advertising to a wide audience of viewers/readers.

Cheers,
Gary

Beale Knight

Sunday, 30th October, 2005, 04:29 PM

Quote:

Originally Posted by **Col_Pladoh**

Of course PC are supposed to defeat the antagonists, solve the riddles, and succeed in the quests. That should be understood by all,

What is absolutely counter to the concept of the game is the PCS destroying a significant part, let alone the whole, of the campaign base. That is not only vandalism, but the mark of bad DMing in my view. To allow such a thing to happen after the DM has worked long and hard to create a place for adventuring is just plain wrong.

The KotDT comic strip has used this as a theme in a number of their stories, because laughter comes from discomfort. Ruining a campaign is not really amusing at all.

Ah - that sheds a little more light, and makes that stand alone sentence ("why allow the players to mess up the campaign setting") more sensible to me. I see messing up the setting as a step in and part of changing it. Destroying ala KotDT is *not* the style I'm encouraging. I'm pushing the players to have their characters change the world, not destroy it, and I expect things to get a little messed up in the process. I just don't want a static world where the pc go adventure, come home, go adventure, come home, and nothing really changes because of it.

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Col_Pladoh

Sunday, 30th October, 2005, 04:51 PM

Quote:

*Originally Posted by **Beale Knight***

... I see messing up the setting as a step in and part of changing it. Destroying ala KotDT is "not" the style I'm encouraging. I'm pushing the players to have their characters change the world, not destroy it, and I expect things to get a little messed up in the process. I just don't want a static world where the pc go adventure, come home, go adventure, come home, and nothing really changes because of it.

That's is a truism for all campaigns that are dynamic. The GM lays out the initial backdrop for the adventuring, and the interaction of the PCs with that setting then develops events, often in a direction not anticipated by the GM, but surely as valid as any other result of sich interaction.

What is not permissable is the desctruction of the campaign base by the players' characters, even if the possibility were inadvertantly presented to them by GM error--Lord knows we all make plenty of those :)

Cheers,
Gary

BOZ

Sunday, 30th October, 2005, 06:19 PM

i recently ran the first of the Against the Giants modules. in it, the PCs did astoundingly well until they met up with Nosnra - the PCs fled when half of them were killed, and returned to the nearby dwarven town to recuperate, resurrect, and plan. of course, it would be silly to think that the giants would just wait there for them to come back and try again, so Nosnra gathered up all the giants he could find in nearby lands and went to assault the city with siege weapons. :D the PCs managed to incapacitate the cheif in the resulting battle, but their initial failure caused much death and destruction in the dwarf city - the dwarves were none too happy that their "champions" had brought the fight back to them. ;)

JRRNeiklot

Sunday, 30th October, 2005, 06:40 PM

When I ran AGtG, my players tied a frontal assault, whipped the hill giants pretty badly, but a goodly number of them went through the portal and were posted at the entrance to the frost giant citadel, along with the frost giants, and the players got their asses handed to them. Sometimes a frontal assault is a no-no. :)

Col_Pladoh

Sunday, 30th October, 2005, 06:57 PM

Quote:

*Originally Posted by **BOZ***

i recently ran the first of the Against the Giants modules. in it, the PCs did astoundingly well until they met up with Nosnra - the PCs fled when half of them were killed, and returned to the nearby dwarven town to recuperate, resurrect, and plan. of course, it would be silly to think that the giants would just wait there for them to come back and try again, so Nosnra gathered up all the giants he could find in nearby lands and went to assault the city with siege weapons. :D the PCs managed to incapacitate the cheif in the resulting battle, but their initial failure caused much death and destruction in the dwarf city - the dwarves were none too happy that their "champions" had brought the fight back to them. ;)

Boz,

That's what I would rate as excellent improvization :D

What has astonished me is than no group I know of has ever attemptet of impersonate young giants in the G1 adventure. I set it up so that could be done and would likely be effective too...

Cheers,
Gary

Col_Pladoh

Sunday, 30th October, 2005, 06:58 PM

Quote:

*Originally Posted by **JRRNeiklot***

When I ran AGtG, my players tied a frontal assault, whipped the hill giants pretty badly, but a goodly number of them went through the portal and were posted at the entrance to the frost giant citadel, along with the frost giants, and the players got their asses handed to them. Sometimes a frontal assault is a no-no. :)

Yes indeed,

I set up the scenario so as to reward stealth and surprise, punish the bull-rush.

Cheers,
Gary

Edena_of_Neith

Sunday, 30th October, 2005, 09:53 PM

(considers all of the posts above)

Based on your posts, I doubt you'll care much for the IR. I'm afraid that in this particular case, the entire campaign world was altered beyond recognition pretty quickly. My question at the start set the precedent (the Canon Forgotten Realms setting would have had to have altered massively in the first place, for my first post to be the reality in FR) and the other posters took it from there. I doubt you'd approve.

Please remember what I said before: the question was not meant to start a game, nor did it take itself seriously. It was meant entirely in frivolity. I was depressed, and asked a nonsensical question.

The actual Canon FR Setting is heavily controlled by the deities and powerful NPC forces therein, and they would never permit anything close to the situation that my first post indicated, much less the situation that followed.

Yours Sincerely
Edena_of_Neith

Col_Pladoh

Sunday, 30th October, 2005, 11:07 PM

Quote:

*Originally Posted by **Edena_of_Neith***

(considers all of the posts above)

Based on your posts, I doubt you'll care much for the IR. I'm afraid that in this particular case, the entire campaign world was altered beyond recognition pretty quickly. My question at the start set the precedent (the Canon Forgotten Realms setting would have had to have altered massively in the first place, for my first post to be the reality in FR) and the other posters took it from there. I doubt you'd approve.

Honestly, my approval, or that of anyone else doesn't matter if you and the players had a good time ;)

Quote:

Please remember what I said before: the question was not meant to start a game, nor did it take itself seriously. It was meant entirely in frivolity. I was depressed, and asked a nonsensical question.

The actual Canon FR Setting is heavily controlled by the deities and powerful NPC forces therein, and they would never permit anything close to the situation that my first post indicated, much less the situation that followed.

*Yours Sincerely
Edena_of_Neith*

Heh, and I don't take gaming play seriously, save as seriously enjoyable. (I do take game writing seriously, as I always try my best to provide something that my fellow gamers will enjoy, have fun with.)

Of course you can alter any setting to suit your group, and as long as you don't hold it up as the only true way, no one can say you nay.

Cheers,
Gary

SuStel

Monday, 31st October, 2005, 01:20 AM

Quote:

*Originally Posted by **Edena_of_Neith***

Based on your posts, I doubt you'll care much for the IR. I'm afraid that in this particular case, the entire campaign world was altered beyond recognition pretty quickly. My question at the start set the precedent (the Canon Forgotten Realms setting would have had to have altered massively in the first place, for my first post to be the reality in FR) and the other posters took it from there. I doubt you'd approve.

Edena,

On the one hand, you seem to be talking about PC-instigated setting-changes, whereas on the other hand I believe Gary was referring to a situation like one in which an entire dungeon is eliminated without the PCs actually adventuring in it.

There is nothing game-breaking about the PCs being powerful forces for change. As long as the adventure is still challenging, you're not doing anything wrong. The advice here is that if your PCs are about to eliminate the adventures you had planned for them without actually adventuring in them, you need to come up with a way to fix the problem. After all, no adventure means no fun.

Exciting adventures do not necessarily depend on having a particular political force in power, or anything like that. If your PCs suddenly get it into their heads that the king and his entire family are doppelgangers and assassinate them, they've just opened up a whole can o' adventure worms. This isn't game-breaking—it's just really dumb on their part. They've just handed you a big pile of adventure material.

Greylock

Monday, 31st October, 2005, 05:24 AM

Quote:

Originally Posted by **Beale Knight**

*Destroying ala KotDT is *not* the style I'm encouraging. I'm pushing the players to have their characters change the world, not destroy it, and I expect things to get a little messed up in the process.*

We're awfully sorry about that hobgoblin camp business. Honest. :heh:

Steverooo

Monday, 31st October, 2005, 12:20 PM

Quote:

Originally Posted by **Col_Pladoh**

Oh please!

Oh please is right!...

Quote:

Originally Posted by **Col_Pladoh**

Don't get up on a high horse here, dude :mad:

No horses, here, Gary (previous puns notwithstanding). I put smiley faces at the end, and everything!

Quote:

Originally Posted by **Col_Pladoh**

There is a big difference between defeating the obstacles the DM places before the adventuring party and the players ruining the campaign.

You seem to suggest that the DM should allow the latter, and that is sheer folly.

Only to you...

Destroying Eggsburgh, yes. Destroying the Temple of "Elemental Evil", or Tomb of Horrors? No. If it had been done the first time, the current evils would've had to occupy some other place. After the PCs had defeated the evils, destruction of their old haunts would be logical, and wise.

But then, I'm sure it comes as no surprise that we don't agree! :p :D <---(MORE Smiley faces!_

Col_Pladoh

Monday, 31st October, 2005, 03:45 PM

Quote:

Originally Posted by **Steverooo**

Oh please is right!...

No horses, here, Gary (previous puns notwithstanding). I put smiley faces at the end, and everything.

:]

Smiling high horses are nonetheless high horses.

I call 'em as I see 'em :mad:

Quote:

Only to you...

As it should be in a Q&A session with...me.

Quote:

Destroying Eggsburgh, yes. Destroying the Temple of "Elemental Evil", or Tomb of Horrors? No. If it had been done the first time, the current evils would've had to occupy some other place. After the PCs had defeated the evils, destruction of their old haunts would be logical, and wise.

It depends on the desires of the DM in regards to anything destroyed, and if the DM regards the object of would-be destruction as instrumental to his campaign, then such demolition is out of the question :p

Quote:

But then, I'm sure it comes as no surprise that we don't agree! :p :D <---(MORE Smiley faces!_

Probably not as much as it might appear on the surface, for we are talking about two different things by and large :lol:

Cheers,

Gary

Henry

Monday, 31st October, 2005, 04:13 PM

Quote:

*Originally Posted by **Col_Pladoh***

What has astonished me is that no group I know of has ever attempted to impersonate young giants in the G1 adventure. I set it up so that could be done and would likely be effective too...

While I've never seen the child impersonation myself, I did see someone impersonate an Adult giant before! In a North Carolina ENWorld Gameday, the party facing the Steading killed a giant at the door by stealth, then used an Enlarge spell and the giant's furs to have one of the burliest party members impersonate a grown hill giant. (That spell lasts a heck of a long time in 1E!) He used this ruse to both lead and corral the hill giant kids (where they were attacked and killed), and to approach an amorous hill giant subchief's woman (drunk and half-asleep in the bed anyway) so he could pull a Lizzie Borden on her. Nasty, but definitely different. :D

haakon1

Monday, 31st October, 2005, 10:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

I never played 2E

You didn't miss much. :]

haakon1

Monday, 31st October, 2005, 10:53 PM

Quote:

*Originally Posted by **Col_Pladoh***

What is not permissible is the destruction of the campaign base by the players' characters

What's even worse is destruction by the publisher of the campaign base that the PC's very well could have succeeded in saving . . .

What I have in mind is the 2E version of Greyhawk, "From the Ashes", in which it was assumed the Giants of G123 succeeded in conquering and massacring Sterich and Geoff. Our party killed Lloth and WON the war to save our homelands -- took us two years of gaming, but we did it, the last mission before we retired our few surviving characters and broke up as a gaming group. I'm still pissed at TSR 13 years later for saying we failed. Orc-heads! :mad:

Lesson: Never, ever "update" a campaign setting.

Col_Pladoh

Monday, 31st October, 2005, 11:08 PM

Quote:

*Originally Posted by **Henry***

While I've never seen the child impersonation myself, I did see someone impersonate an Adult giant before! In a North Carolina ENWorld Gameday, the party facing the Steading killed a giant at the door by stealth, then used an Enlarge spell and the giant's furs to have one of the burliest party members impersonate a grown hill giant. (That spell lasts a heck of a long time in 1E!) He used this ruse to both lead and corral the hill giant kids (where they were attacked and killed), and to approach an amorous hill giant subchief's woman (drunk and half-asleep in the bed anyway) so he could pull a Lizzie Borden on her. Nasty, but definitely different. :D

It is always amusing and informative to learn how players use their ingenuity to accomplish missions;)

Mordenkainen taught all of his apprentices the enlarge spell for such possibility...and to give them a healing sans cleric :lol:

Cheers,
Gary

Col_Pladoh

Monday, 31st October, 2005, 11:09 PM

Quote:

*Originally Posted by **haakon1***

You didn't miss much. :]

So many an OAD&Der has assured me :eek:

Cheers,
Gary

Quote:

Originally Posted by **haakon1**

What's even worse is destruction by the publisher of the campaign base that the PC's very well could have succeeded in saving . . .

What I have in mind is the 2E version of Greyhawk, "From the Ashes", in which it was assumed the Giants of G123 succeeded in conquering and massacring Sterich and Geoff. Our party killed Lloth and WON the war to save our homelands -- took us two years of gaming, but we did it, the last mission before we retired our few surviving characters and broke up as a gaming group. I'm still pissed at TSR 13 years later for saying we failed. Orc-heads! :mad:

Lesson: Never, ever "update" a campaign setting.

That is the result of someone in authority at the publisher not understanding the material, not caring, and just bulling ahead regardless of the audience.

The World of Greyhawk setting was crafted to allow for individualization by DMs, of course, and so was as non-specific and vague in places where the DM was likely to have created his own material. I did intend to expand the world and do some area specific modules--mostly at the edges of the Flanaess, but that wasn't to be...

Cheers,
Gary

BOZ

Tuesday, 1st November, 2005, 03:30 AM

if i (or a lot of other folks around here) owned wotc, that wouldn't be so. ;)

Steverooo

Tuesday, 1st November, 2005, 10:38 AM

Quote:

Originally Posted by **Col_Pladoh**

I did intend to expand the world and do some area specific modules--mostly at the edges of the Flanaess, but that wasn't to be...

Too bad. While I didn't care much for most of the Gord the Rogue series, the parts about the Sea of Dust/Death were my favorites. I would have loved to have seen more on the surrounding areas, and the "Unknown West".

And just because you see a horse, doesn't mean it exists... Maybe you've just been visiting John & Jack too much, again! ;) :lol:

Henry

Tuesday, 1st November, 2005, 01:31 PM

Quote:

Originally Posted by **Steverooo**

And just because you see a horse, doesn't mean it exists... Maybe you've just been visiting John & Jack too much, again! ;) :lol:

You accuse The Master of The Game of sullyng his good reputation with John and Jack? A pox on thee!

Now, if you had said a Martell or Delamain Venerable, I could understand it. ;)

Gary Gygax Q&A, Part IX

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Steverooo

Tuesday, 1st November, 2005, 03:05 PM

Quote:

Originally Posted by **Henry***You accuse The Master of The Game of sullyng his good reputation with John and Jack? A pox on thee!**Now, if you had said a Martell or Delamain Venerable, I could understand it. :)*

John Barleycorn, Jack Daniels (need I mention Jim Bean? Jose Quervo?) :p

ghul

Tuesday, 1st November, 2005, 03:17 PM

Quote:

Originally Posted by **Col_Pladoh***That is the result of someone in authority at the publisher not understanding the material, not caring, and just bulling ahead regardless of the audience.**The World of Greyhawk setting was crafted to allow for individualization by DMs, of course, and so was as non-specific and vague in places where the DM was likely to have created his own material. I did intend to expand the world and do some area specific modules--mostly at the edges of the Flanaess, but that wasn't to be...**Cheers,
Gary*

Mr. Gygax,

With the above words in mind, I have a nagging concern about my *Yggsburgh* soon-to-begin campaign. As you have mentioned in this and previous threads, you are overseeing the development of 19 freelancers working within the setting. I was wondering if you could let us know which locations are going to be developed. I'd potentially like to utilize what these freelancers develop, but if they add depth and detail to an area I have already developed in _my_ version of *Yggsburgh*, the work of the freelancer will unfortunately go unused. In other words, can you tell us which places we can safely develop, the places that will go largely be "non-specific"? Any input would be appreciated. Thanks!

--Ghul

ghul

Tuesday, 1st November, 2005, 03:35 PM

Mr. Gygax,

As we all (well, most of us) know, after you left T&R, there were a few environmental volumes released under the 1e banner. The *Dungeoneer's Survival Guide* and the *Wilderness Survival Guide*. One of the concepts that these volumes expanded on was the non-weapon proficiency, which you initiated in *Oriental Adventures*, and this concept has rippled through every edition of D&D ever since.

I also noticed that you are cited as the "AD&D Game System Designer" in the *Dungeoneer's* volume, but there is no mention of the father of the game in the *Wilderness Survival Guide*. No respect for the man -- they ought to have been ashamed.

Now then, both Doug Niles (*Dungeoneer's* guide) and Kim Mohan (*Wilderness* guide) both mention many months of work on their respective volumes. I was wondering, were you in on the initial development of these products? Do you deserve some credit for the materials used in these two volumes?

--Ghul

Col_Pladoh

Tuesday, 1st November, 2005, 04:20 PM

Quote:

Originally Posted by **BOZ***if i (or a lot of other folks around here) owned wotc, that wouldn't be so. :)*

Were that the case likely I'd get conned into writing more WoG material, even though I prefer the LA game system and it's world setting these days--old and lazy, that's me :heh: Even so, I am a sucker when it comes to wheedling from fellow gamers :uhoh:

Cheers,

Gary

Col_Pladoh

Tuesday, 1st November, 2005, 04:24 PM

Quote:

*Originally Posted by **Steverooo***

Too bad. While I didn't care much for most of the Gord the Rogue series, the parts about the Sea of Dust/Death were my favorites. I would have loved to have seen more on the surrounding areas, and the "Unknown West".

No author can possibly please all potential readers, eh? I fully understand, because there's many a highly regarded book/author that leaves me cold. Different strokes and all that.

Quote:

And just because you see a horse, doesn't mean it exists... Maybe you've just been visiting John & Jack too much, again! ;) :lol:

As a matter of fact, I do believe your statement above proves my point :cool:

Cheers,
Gary

Col_Pladoh

Tuesday, 1st November, 2005, 04:28 PM

Quote:

*Originally Posted by **Henry***

You accuse The Master of The Game of sullyng his good reputation with John and Jack? A pox on thee!

Now, if you had said a Martell or Delamain Venerable, I could understand it. ;)

Those are certainly more like it, although my very favorite is Goldschmidt & Rothschild.

I won't likely refuse a tot of eight-year-old or older single malt Scotch either, with a few drops of water to open it up.

It isn't fair to have champaign taste on a beer pocket book, especially when good beer costs so much these days :lol:

Cheers,
Gary

Col_Pladoh

Tuesday, 1st November, 2005, 04:34 PM

Quote:

*Originally Posted by **ghul***

Mr. Gygax,

With the above words in mind, I have a nagging concern about my Yggsburgh soon-to-begin campaign. As you have mentioned in this and previous threads, you are overseeing the development of 19 freelancers working within the setting. I was wondering if you could let us know which locations are going to be developed. I'd potentially like to utilize what these freelancers develop, but if they add depth and detail to an area I have already developed in _my_ version of Yggsburgh, the work of the freelancer will unfortunately go unused. In other words, can you tell us which places we can safely develop, the places that will go largely be "non-specific"? Any input would be appreciated. Thanks!

--Ghul

Actually, all of the town is being detailed. Each sector is about four blocks in extent, mapped by block, so all you need to do is skip the module that covers an area where you have developed things--or use those parts of it where you have not detailed anything for your campaign. These modules are by no means mandatory, so all can be ignored. OTOH, they do all the drudgery work for the Castle Keeper, include adventure scenarios, and a slug of adventure hooks for the CK to use.

I plan to use the lot, alter some entries to suit my own ideas and the needs of my group.

Cheers,
Gary

Col_Pladoh

Tuesday, 1st November, 2005, 04:38 PM

Quote:

*Originally Posted by **ghul***

...

...

Now then, both Doug Niles (Dungeoneer's guide) and Kim Mohan (Wilderness guide) both mention many months of work on their respective

volumes. I was wondering, were you in on the initial development of these products? Do you deserve some credit for the materials used in these two volumes?

--Ghul

Actually, I had no input into either book. I was out on the West Coast running the D&D Entertainment Corp. per the decision of the T&R Board of Directors. I returned in the late autumn of 1984 because of the financial straits of the company.

Cheers,
Gary

mythusmage

Tuesday, 1st November, 2005, 09:30 PM

If the part wants to destroy the BBEG's base with some cheap ploy I say let them, and they can live with the consequences. :p

Besides which, what makes you think the players were the first one to think of the gambit? In any world with something like a *Rock to Mud* available you can bet somebody is going to come up with a counter. Such as, say, rubble in a hollow space within the walls. Or, if you wish to be really cruel, grey ooze or green slime.

For real rottenness, turning a section of a wall to mud weakens the wall as a whole, so it collapses after a delay.

Then you have magical counters. Spells that ward against *Rock to Mud*, or which amplify it; so that the area of effect includes where the characters are.

Paladin (hip deep in gooey mud): Have you thought about diluting the material component in some manner?

Don't forbid it outright, find some way to make it a less than optimal solution within the world in question. One is being arbitrary, the other is being a rat bastard.

Col_Pladoh

Tuesday, 1st November, 2005, 11:06 PM

Quote:

*Originally Posted by **mythusmage***

...

...

Don't forbid it outright, find some way to make it a less than optimal solution within the world in question. One is being arbitrary, the other is being a rat bastard.

Pretty much what I suggested in regards having such spells rebound on the caster and inflict damage of some sort ;)

Cheers,
Gary

mythusmage

Wednesday, 2nd November, 2005, 01:16 AM

There's another consideration, who says they're going to let you? You'll get away with casting *Rock to Mud* on the temple once, maybe twice, but after that the BBEG's going to be looking for you. And to show you what a complete rat bastard I am, I don't give anyone an absolute safe haven. You don't take reasonable (and some unreasonable) precautions it will kill you. You are not playing the hero in a story, you are playing a common schlub in a very dangerous profession. A profession that kills the stupid and the complacent.

haakon1

Wednesday, 2nd November, 2005, 05:32 AM

Quote:

*Originally Posted by **Col_Pladoh***

That is the result of someone in authority at the publisher not understanding the material, not caring, and just bulling ahead regardless of the audience.

The World of Greyhawk setting was crafted to allow for individualization by DMs, of course, and so was as non-specific and vague in places where the DM was likely to have created his own material. I did intend to expand the world and do some area specific modules--mostly at the edges of the Flanaess, but that wasn't to be...

*Cheers,
Gary*

I like the not-so-filled in aspect of Greyhawk. In particular, it's amusing to speculate about what really goes on in the Land of Black Ice, the Sea of Dust, the Valley of the Mage, etc. Much more medieval for it to be unknown.

haakon1

Wednesday, 2nd November, 2005, 05:36 AM

Quote:

*Originally Posted by **Col_Pladoh***

Were that the case likely I'd get conned into writing more WoG material, even though I prefer the LA game system and it's world setting these days--old and lazy, that's me :heh: Even so, I am a sucker when it comes to wheedling from fellow gamers :uhoh:

Cheers,
Gary

So wait, if one of us buys the rights to D&D (or perhaps just Greyhawk) and gives you full creative control, you might be conned into fixing it for us? Cool. Now all we have to do is get rich! :lol:

haakon1

Wednesday, 2nd November, 2005, 05:40 AM

Quote:

Originally Posted by **mythusmage**

destroy the BBEG's base

I know from the usage that BBEG means what I've grown up calling a "boss monster". What's it stand for? Big Bad Evil Guy?

BOZ

Wednesday, 2nd November, 2005, 05:42 AM

i do believe so.

MerricB

Wednesday, 2nd November, 2005, 06:25 AM

G'day, Gary!

I went into my FLGS the other day and happily noted that next to the "Ticket to Ride" game that has been sitting there these past months (possibly not always the same set) is now a "Ticket to Ride Europe". :)

The only question is whether I should buy it myself, or persuade a friend to do so.

I'm feeling lucky at present - I have many friends who enjoy board games, rpgs and other games, and who have the time to play them with me.

Cheers!

Edena_of_Neith

Wednesday, 2nd November, 2005, 12:03 PM

(chuckles)

If you are pulling to pull a stunt like Rock to Mudding the Temple of Elemental Evil, please present your Periapt of Proof Against Detection and Location first.
Because the really BAD monsters down on level 10 are NOT going to be happy you melted rock all over their new carpeting, and they are going to make insurance claims.

(Actually, consider what happened in the film Dragonslayer. I think that's a good analogy of what would happen.)

Anyways, I'm back to just frivolous questions.

Gary, what was the climate of the Flanaess and Hempmonaland like, during the latter times of the Suel Imperium and Baklunish Empire?
And what was the climate of the Baklunish Empire, like, during that time?

Col_Pladoh

Wednesday, 2nd November, 2005, 03:21 PM

Quote:

Originally Posted by **mythusmage**

There's another consideraton, who says they're going to let you? You'll get away with casting Rock to Mud on the temple once, maybe twice, but after that the BBEG's going to be looking for you. And to show you what a complete rat bastard I am, I don't give anyone an absolute safe haven. You don't take reasonable (and some unreasonable) precautions it will kill you. You are not playing the hero in a story, you are playing a common schlub in a very dangerous profession. A profession that kills the stupid and the complacent.

Indeed...

And add "overweening" to the list of likely targets for elimination :eek:

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd November, 2005, 03:22 PM

Quote:

Originally Posted by **haakon1**

I like the not-so-filled in aspect of Greyhawk. In particular, it's amusing to speculate about what really goes on in the Land of Black Ice, the Sea of

Dust, the Valley of the Mage, etc. Much more medieval for it to be unknown.

Obviously I agree with that approach :D

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd November, 2005, 03:25 PM

Quote:

*Originally Posted by **haakon1***

So wait, if one of us buys the rights to D&D (or perhaps just Greyhawk) and gives you full creative control, you might be conned into fixing it for us? Cool. Now all we have to do is get rich! :lol:

Most likely so...assuming that there's a decent royalty attached to that :lol:

As a matter of fact, if that happened I'd wager Len Lakofka would return.

My main problem would be finding someone to translate AD&D into the new system, whatever its number would be then :confused:

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Wednesday, 2nd November, 2005, 03:29 PM

Quote:

Originally Posted by **MerricB**

G'day, Gary!

I went into my FLGS the other day and happily noted that next to the "Ticket to Ride" game that has been sitting there these past months (possibly not always the same set) is now a "Ticket to Ride Europe". :)

The only question is whether I should buy it myself, or persuade a friend to do so.

I'm feeling lucky at present - I have many friends who enjoy board games, rpgs and other games, and who have the time to play them with me.

Cheers!

Howdy Merric:)

Tom Wham enumerated several features of the *Ticket to Ride Europe* game that made it better in play than the US version, so I'd go with the former if you are getting only one of the two versions.

Today is boardgaming afternoon at Ernie's, and I am up for another session of *Ticket to Ride*, but if there are only three of us it will be *Axis & Allies D-Day*.

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd November, 2005, 03:33 PM

Quote:

Originally Posted by **Edena_of_Neith**

...

...

Gary, what was the climate of the Flanaess and Hemponalad like, during the latter times of the Suel Imperium and Baklunish Empire? And what was the climate of the Baklunish Empire, like, during that time?

Certainly it was 2 degrees F. warmer and average annual rainfall was two inches greater. The warmer climate and additional rainfall enabled the production of more food crops to support larger populations, more armed troops.

Or maybe it was the opposite :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 2nd November, 2005, 03:52 PM

This Just In!

Seeing as how this was brought up here a bit earlier:

Sad news...

With all the sadness and trauma going on in the world at the moment, it is worth reflecting on the death of a very important person, which almost went unnoticed last week. Larry LaPrise, the man that wrote "The Hokey Pokey" died peacefully at the age of 93. The most traumatic part for his family was getting him into the coffin. They put his left leg in. And then the trouble started.

Shut up. You know it's funny.

Gary (who just received this from a "friend")

Henry

Wednesday, 2nd November, 2005, 03:54 PM

Quote:

*Originally Posted by **Col_Pladoh***

...Larry LaPrise, the man that wrote "The Hokey Pokey" died peacefully at the age of 93. The most traumatic part for his family was getting him into the coffin. They put his left leg in. And then the trouble started.

You are an evil, evil man. :]

Col_Pladoh

Wednesday, 2nd November, 2005, 04:04 PM

Quote:

*Originally Posted by **Henry***

You are an evil, evil man. :]

Why thank you kindly!

That's a perfect reaction to my post :lol:

Cheers,
Gary

gideon_thorne

Wednesday, 2nd November, 2005, 04:08 PM

Just imagine what would happen if the 'electricfied' priest were to officiate. :p

Quote:

*Originally Posted by **Col_Pladoh***

Seeing as how this was brought up here a bit earlier:

Sad news...

With all the sadness and trauma going on in the world at the moment, it is worth reflecting on the death of a very important person, which almost went unnoticed last week. Larry LaPrise, the man that wrote "The Hokey Pokey" died peacefully at the age of 93. The most traumatic part for his family was getting him into the coffin. They put his left leg in. And then the trouble started.

Shut up. You know it's funny.

Gary (who just received this from a "friend")

Flexor the Mighty!

Wednesday, 2nd November, 2005, 04:12 PM

Quote:

*Originally Posted by **Col_Pladoh***

Seeing as how this was brought up here a bit earlier:

Sad news...

With all the sadness and trauma going on in the world at the moment, it is worth reflecting on the death of a very important person, which almost went unnoticed last week. Larry LaPrise, the man that wrote "The Hokey Pokey" died peacefully at the age of 93. The most traumatic part for his family was getting him into the coffin. They put his left leg in. And then the trouble started.

Shut up. You know it's funny.

Gary (who just received this from a "friend")

groan

Col_Pladoh

Wednesday, 2nd November, 2005, 04:20 PM

Quote:

Originally Posted by **Flexor the Mighty!**

groan

Another excellent response.

Such make the heart of a punster glad :lol:

Cheers,
Gary

mythusmage

Wednesday, 2nd November, 2005, 10:37 PM

Quote:

Originally Posted by **Col_Pladoh**

Seeing as how this was brought up here a bit earlier:

Sad news...

With all the sadness and trauma going on in the world at the moment, it is worth reflecting on the death of a very important person, which almost went unnoticed last week. Larry LaPrise, the man that wrote "The Hokey Pokey" died peacefully at the age of 93. The most traumatic part for his family was getting him into the coffin. They put his left leg in. And then the trouble started.

Shut up. You know it's funny.

Gary (who just received this from a "friend")

The author of that is one Cookie "Chainsaw" Randall, a sportscaster and radio personality at [KGB FM](#) here in San Diego. He's part of the morning crew trio, Dave, Shelly, and Chainsaw. You can write him at dsc@101kgb.com and let him know what you think of the joke.

ghul

Thursday, 3rd November, 2005, 12:47 PM

Quote:

Originally Posted by **Col_Pladoh**

Actually, all of the town is being detailed. Each sector is about four blocks in extent, mapped by block, so all you need to do is skip the module that covers an area where you have developed things--or use those parts of it where you have not detailed anything for your campaign. These modules are by no means mandatory, so all can be ignored. OTOH, they do all the drudgery work for the Castle Keeper, include adventure scvenarios, and a slug of adventure hooks for the CK to use.

I plan to use the lot, alter some entries to suit my own ideas and the needs of my group.

Cheers,
Gary

Thanks Gary,

Okay, so the town of Yggsburgh is going to be developed block by block. Gotchya. So how about Yggsburgh's environs? Take the Bald Hills for example. Besides the Zagyg adventure references listed, there isn't a lot of detail, which is great, because it allows me to further develop the area to my own tastes.

I'm actually thinking of basing my group in the town of Garham. That way, much of the Town of Yggsburgh will be unknown and largely unexplored by the players. Sure they may have gone there on occassion, but at least it will allow me to best take advantage of Yggsburgh as it develops under your masterful guidance. Of course I always tinker with published materials, but that's to be expected of any half-competent DM/GM/CK or what have you. :-)

One thing that bothers me about *CZ:Yggsburgh* is the notations on Darlene's beautiful map. I think marking numbered encounter areas sort of spoils the idea of me ever showing my players this map, which is a shame because I love Darlene's work. But I can see my players now: *"Hey, I want to go explore encounter area #33 in Wild Mead, let's go!"* And sure enough they will find some goblin bandits there up to no good. I would have greatly preferred a map that I could actually share with my players. The numbered encounter areas should have been only listed on the small b&w map inside the book, IMO. :)

But all in all, I'm loving CZ. Keep up the great work! Take care.

--Ghul

StupidSmurf

Thursday, 3rd November, 2005, 02:08 PM

Quote:

Originally Posted by **Col_Pladoh**

Seeing as how this was brought up here a bit earlier:

Sad news...

With all the sadness and trauma going on in the world at the moment, it is worth reflecting on the death of a very important person, which almost went unnoticed last week. Larry LaPrise, the man that wrote "The Hokey Pokey" died peacefully at the age of 93. The most traumatic part for his family was getting him into the coffin. They put his left leg in. And then the trouble started.

Shut up. You know it's funny.

Gary (who just received this from a "friend")

EVIL!!! This is Evil!!!

...just finished sending it to a friend, too! ;)

Col_Pladoh

Thursday, 3rd November, 2005, 03:44 PM

Quote:

Originally Posted by **mythusmage**

The author of that is one Cookie "Chainsaw" Randall, a sportscaster and radio personality at [KGB FM](#) here in San Diego. He's part of the morning crew trio, Dave, Shelly, and Chainsaw. You can write him at dsc@101kgb.com and let him know what you think of the joke.

Thanks Alan!

:D
Gary

Col_Pladoh

Thursday, 3rd November, 2005, 03:58 PM

Quote:

Originally Posted by **ghul**

Thanks Gary,

But of course:)

Quote:

Okay, so the town of Yggsburgh is going to be developed block by block. Gotchya. So how about Yggsburgh's environs? Take the Bald Hills for example. Besides the Zagyg adventure references listed, there isn't a lot of detail, which is great, because it allows me to further develop the area to my own tastes.

Assuming the town detail modules are well received, I plan to have "The Outs" detailed in two to four modules, but that's it. The only other modules will be adventures set in the East Mark, such as Rob Kuntz's *Dark Chateau*.

Quote:

I'm actually thinking of basing my group in the town of Garham. That way, much of the Town of Yggsburgh will be unknown and largely unexplored by the players. Sure they may have gone there on occasion, but at least it will allow me to best take advantage of Yggsburgh as it develops under your masterful guidance. Of course I always tinker with published materials, but that's to be expected of any half-competent DM/GM/CK or what have you. :-)

Right, and that is why I did as much detailing of Garham as I did, assuming some GMs would find it a good place for basing campaign action. Cloverdale is another option of the PC party has a fair number of demi-humans. If the PCs are interested in becoming liegemen, then Stonewyck and service under Sir Alec is possible. A lot of options for the inventive GM.

Of course I agree with "tinkering" with published work. I do it to my own printed material, so as to suit me exactly, as I write more generally for publication.

Quote:

One thing that bothers me about CZ:Yggsburgh is the notations on Darlene's beautiful map. I think marking numbered encounter areas sort of spoils the idea of me ever showing my players this map, which is a shame because I love Darlene's work. But I can see my players now: "Hey, I want to go explore encounter area #33 in Wild Mead, let's go!" And sure enough they will find some goblin bandits there up to no good. I would have greatly preferred a map that I could actually share with my players. The numbered encounter areas should have been only listed on the small b&w map inside the book, IMO. :|

But all in all, I'm loving CZ. Keep up the great work! Take care.

--Ghul

I very much agree that the encounter numbers on the map are a detriment. The Wise Publisher decided to put those in on both maps as an aid to the Castle Keeper. That's is a boon in Gming, but maps sans the numbers are needed for the players.

I spread my map put for the players, but when they head for a number tyhere's nothing there--the encounter moves, and I spring something different on them before they get to the indicated location or after passing it by.

Anyway, most pleased you are enjoying the CZY work :D

Cheers,
Gary

Col_Pladoh

Thursday, 3rd November, 2005, 04:01 PM

Quote:

*Originally Posted by **StupidSmurf***

EVIL!!! This is Evil!!!

...just finished sending it to a friend, too! ;)

Heh...

A kindred spirit in the love of puns, shaggy dog stories, and the like, I see :lol:

Cheers,
Gary

StupidSmurf

Thursday, 3rd November, 2005, 04:04 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

A kindred spirit in the love of puns, shaggy dog stories, and the like, I see :lol:

*Cheers,
Gary*

Oh absolutely!

One of my favorite stories involves a local bakery. The place burned down quickly, and witnesses say the fire started quickly, possibly the result of a sudden explosion. When the fire investigators checked it out, they found the cause...

...it was a Napoleon, blown apart.

Col_Pladoh

Thursday, 3rd November, 2005, 04:28 PM

Quote:

*Originally Posted by **StupidSmurf***

Oh absolutely!

One of my favorite stories involves a local bakery. The place burned down quickly, and witnesses say the fire started quickly, possibly the result of a sudden explosion. When the fire investigators checked it out, they found the cause...

...it was a Napoleon, blown apart.

Why dos a hand grenade thrown into a kitchen call to mind a French Emperor?

Because there it is, linoleum blown apart.

Groaningly yours,
Gary

StupidSmurf

Thursday, 3rd November, 2005, 05:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

Why dos a hand grenade thrown into a kitchen call to mind a French Emperor?

Because there it is, linoleum blown apart.

*Groaningly yours,
Gary*

:::clutches head in both hands and screams::: :eek:

Col_Pladoh

Friday, 4th November, 2005, 04:26 PM

Quote:

*Originally Posted by **StupidSmurf***

:::clutches head in both hands and screams::: :eek:

Oh 'Smurf...

You *must* come and play here in one of our Thursday night RPG sessions--hopefully one where my son Luke is playing too. He hates puns, and his expression (:mad:) when I loose a round or two of them is absolutely priceless :lol:

BTW, James M. Ward is currently GMing his latest Metamorphosis Alpha RPG for us, and we are having a great time despite Jim's evil machinations :p

Cheers,
Gary

Henry

Friday, 4th November, 2005, 05:05 PM

Quote:

*Originally Posted by **Col_Pladoh***

BTW, James M. Ward is currently GMing his latest Metamorphosis Alpha RPG for us, and we are having a great time despite Jim's evil machinations :p

I'm curious, and if you don't mind my asking... who (or what) are you playing? :)

Col_Pladoh

Friday, 4th November, 2005, 05:34 PM

Quote:

*Originally Posted by **Henry***

I'm curious, and if you don't mind my asking... who (or what) are you playing? :)

Happy to oblige:)

Jim set us up with a backstory about universal conscription, with each player being himself, but in the best physical and mental shape even due to special medical care, diet, drugs, and so forth. Thus we each rated our own stats based on that point in time when we were at our peak--not much change for son Alex who is 19.

Of course our unit was mistaken for a special forces one, sent to cryogenic sleep storage aboard the Starship *Warden* by military SNAFU. So we were awakened by system error after 305 years, not knowing anything about where we were, or about the advanced technology that surrounded us.

As it happens, I had my character take big chances, used a mental training headset to gain the ability to use telepathy, and I made the rolls, barely. So now "Corporal Gary," who is dressed in and has the ID wristband of one Brigadier General Green, is able to read minds and communicate with others mentally. We just fought our way out of the pod that contains the whole of our still cryogenically stored unit--bloody malfunctioning computers, rebellious robots, and vile independent androids compounding the difficulties--and made it into the starship proper.

Jef Burklow (aka Otto von Grunwald) is going to write up a summary of the night's adventure, and post it on Dragonsfoot. He is "Private Jeff," now dressed and IDed as Colonel Tan, who has, sadly, been altered by medical robots into an android in the process of removing cybernetic neck implants that happened by malfunction of a gunnery chain in a second, small Orbship, the two vessels we commandeered to escape the pod as they are radiation-proof and have excellent armament.

You know I had a lot of fun playing! :lol:

Cheers,
Gary

Gary Gygax Q&A, Part IX

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Flexor the Mighty!

Friday, 4th November, 2005, 05:45 PM

Please no more puns...I can't take much more.

Col_Pladoh

Friday, 4th November, 2005, 05:52 PM

Quote:

Originally Posted by **Flexor the Mighty!**

Please no more puns...I can't take much more.

:lol:

That is the same as waving a red flag to a bull, encouraging the very thing you dread :eek:

Of course punsters love to hear the groans and see the expressions of utter dismay (:mad:) upon the faces of their audience. You are a part of a perfect audience for such "humor" :cool:

Note the restraint I am excersizing, although I am bound to slip in at least one small pun...

Cheers,
Gary

StupidSmurf

Friday, 4th November, 2005, 06:36 PM

Quote:

Originally Posted by **Col_Pladoh**

Oh 'Smurf...

You must come and play here in one of our Thursday night RPG sessions--hopefully one where my son Luke is playing too. He hates puns, and his expression (:mad:) when I loose a round or two of them is absolutely priceless :lol:

BTW, James M. Ward is currently GMing his latest Metamorphosis Alpha RPG for us, and we are having a great time despite Jim's evil machinations :p

*Cheers,
Gary*

Gary-

It'd be my pleasure, if I'm ever out in that neck of the woods ;)

James Ward, eh? Now there's a name I haven't heard in a while! Outstanding!

But back to puns here...there was this book, that came out in the late 70's, which dealt with puns. I forget the name! But one of the unforgettable points the book made was to paraphrase Mae West's observations about sex: "Puns are only really good when they're bad!"

In our group, we've re-instituted the Pun Fund... a quarter for every out of character pun. The proceeds go towards financing our Christmas party, or summer BBQs. We even used to have the War Story Variant. We charged .50 for every war story that bogged down the action. To wit:

ME (as DM): OK, as you head down the hall, you see 6 gnolls, led by a gnoll shaman.

PLAYER 1: Does the shaman worship Yeenoghu?

ME: That's a safe bet.

PLAYER 2: Speaking of Yeenoghu, I remember being in this game where Yeenoghu basically trashed our party. I mean, we're talking party kill here. Before I died, I spat in his eye and said "Stupid demon!"

ME: Thank you, that interlude had absolutely nothing to do with the matter at hand....that'll be .50 please.

PLAYER 1: Oh I remember that game! You played a Ranger, and I played a Gnome Samurai. You know, if Yeenoghu had dominated your Ranger, and my Gnome had to jump on him in order to grapple him, would that be "Gnome on the Ranger"? ::begins to sing to the tune of Home on the Range::

ME: That'll be .50 for continuing the story, and .25 for the awful pun. At this rate, our Christmas party will be virtually paid for by June.

PLAYER 3: Gnome Samurai? Wow...talk about a Sawed-Off Shogun!

ME: TWENTY FIVE CENTS PLEASE!!!!!!!!!!!!!! Now...on to business. Aside from the gnolls, you see a sundew!

PLAYER 1: What's a sundew?

ME: It moves across the sky and gives forth heat and light! ::rimshot::

PLAYERS 1, 2, 3: That's a quarter!!!!

Quote:

Originally Posted by **StupidSmurf**

Gary-

It'd be my pleasure, if I'm ever out in that neck of the woods ;)

that is a real invite, not a "Drop by sometime," sort. We always welcome a fellow gamer here ;) I am listed in the Lake Geneva phone book, so it's easy to find my place, and we play on thursday nights from 6:30 to 10 PM

Quote:

James Ward, eh? Now there's a name I haven't heard in a while! Outstanding!

Indeed, Jim lives in nearby Elkhorn. He'll be at rockCon this weekend with Tom Wham and a host of others.

Quote:

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Is that Lederer's *Get the to a Punnery!*?

And speaking of bad puns, I have a repertory of long and awful puns and shaggy dog stories,

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PLAYER 1: What's a sundew?

ME: It moves across the sky and gives forth heat and light! ::rimshot::

PLAYERS 1, 2, 3: That's a quarter!!!!

Great stuff! :lol:

I fear it would be me, and Jeff Burklow that would be the principle contributors to such a fund here, though. The other players are prone to demand a return to gaming when the puns start, those spoilsports never adding fuel to the fire :uhoh:

Cheers,
Gary

StupidSmurf

Friday, 4th November, 2005, 09:30 PM

Gary

If the "Get Thee to a Punnery" book is the one that has hot cross buns on the cover, then yes that would be the one! :)

Thanks for the invite! I'd absolutely love to! I've learned that sometimes I never can tell where I'll wind up, so...if I'm in that area, you can bet I'll be in touch! By the same token, if you're ever in the New England area, we play every other Saturday from 230 to 1030! :) Just drop me an email or something, and we'll take it from there. And THAT is an official invite as well! :)

Deogolf

Friday, 4th November, 2005, 09:51 PM

Quote:

Originally Posted by **Col_Pladoh**

that is a real invite, not a "Drop by sometime," sort. We always welcome a fellow gamer here ;) I am listed in the Lake Geneva phone book, so it's easy to find my place, and we play on thursday nights from 6:30 to 10 PM

Indeed, Jim lives in nearby Elkhorn. He'll be at rockCon this weekend with Tom Wham and a host of others.

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*Cheers,
Gary*

I'm not sure if it's because we're afraid of keeping the punnery going on all night or the fact that we probably wouldn't be able to keep up with the "Big Guns". I'm usually good for a couple here and there, but it's more fun to sit back and listen to all the miserable puns!! :) :p

Col_Pladoh

Friday, 4th November, 2005, 10:48 PM

Quote:

*Originally Posted by **StupidSmurf***

Gary

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Invitation noted with pleasure:) I have no idea when I'll be Down East again. We were out in Massachusettes at the Higgins Armory Museum and then at Jumpgate (Hector Diaz is one of my favorite people!) in New Hampshire in 2003. Gail managed to tour us into Kennibunkport so she could have a lobster luncheon...

I just might be at I-Con on Long Island in April. that's problematical but an outside possibility. It isn't New England, but a lot closer than Wisconsin :lol:

Failing that there is the Lake Geneva Gaming Convention (and out pre-con porch party) being held in June this coming year...and possibly an autumn repeat...

Cheers,
Gary

Col_Pladoh

Friday, 4th November, 2005, 10:51 PM

Quote:

*Originally Posted by **Deogolf***

I'm not sure if it's because we're afraid of keeping the punnery going on all night or the fact that we probably wouldn't be able to keep up with the "Big Guns". I'm usually good for a couple here and there, but it's more fun to sit back and listen to all the miserable puns!! :) :p

"Miserable puns"?

All punsters will surely comisserate with me over such opprobrious language, even though they would likely enjoy seeing non-pun-lovers in misery or any other state :eek:

Heh,
Gary

Col_Pladoh

Saturday, 5th November, 2005, 01:22 AM

Metamorphosis Alpha Game Session

Greetings Seekers!

To hear the whole sordid tale told Thursday 3 November go here:

<http://www.dragonsfoot.org/forums/vi...13476&start=15>

Cheers,
Gary

BOZ

Saturday, 5th November, 2005, 03:13 AM

Quote:

In attendance were:

Jim Ward - GMing the game and playing Gen. Red

Gary Gygax- playing Gary, aka Gen. Green

Bill Johnson - playing Bill, aka Gen. Black

Alex Gygax - playing Alex, aka Col. Dawson

and

Jeff Burklow - playing Jeff, aka Col. Tan

hey, at least you didn't have to be Mr. Pink. :)

Steverooo

Saturday, 5th November, 2005, 09:01 AM

Quote:

*Originally Posted by **BOZ***

hey, at least you didn't have to be Mr. Pink. :)

You mean Mr. Pink-O, the Mutant Commie Traitor Spy! ("The Computer is your friend!")

StupidSmurf

Saturday, 5th November, 2005, 01:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

Invitation noted with pleasure:) I have no idea when I'll be Down East again. We were out in Massachusettes at the Higgins Armory Museum and then at Jumpgate (Hector Diaz is one of my favorite people!) in New Hampshire in 2003. Gail managed to tour us into Kennibunkport so she could have a lobster luncheon...

I just might be at I-Con on Long Island in April. that's problematical but an outside possibility. It isn't New England, but a lot closer than Wisconsin :lol:

Failing that there is the Lake Geneva Gaming Convention (and out pre-con porch party) being held in June this coming year...and possibly an autumn repeat...

*Cheers,
Gary*

Oh, the Higgins Armory rocks... I love that place! :)

Col_Pladoh

Saturday, 5th November, 2005, 04:39 PM

Quote:

*Originally Posted by **BOZ***

hey, at least you didn't have to be Mr. Pink. :)

Or Corporal Fuchsia... :lol:

Cheers,
Gary

Col_Pladoh

Saturday, 5th November, 2005, 04:41 PM

Quote:

*Originally Posted by **Steverooo***

You mean Mr. Pink-O, the Mutant Commie Traitor Spy! ("The Computer is your friend!")

Watch out for red (or pink) anmdroids aboard the starship... :eek:

Cheers
Gary

Col_Pladoh

Saturday, 5th November, 2005, 04:42 PM

Quote:

*Originally Posted by **StupidSmurf***

Oh, the Higgins Armory rocks... I love that place! :)

Yes indeed, and I really enjoyed myself.

Jeffrey Forgeng is a most knowledgeable chap regarding European medieval and Renaissance martial arts too :cool:

Cheers,
Gary

BOZ

Saturday, 5th November, 2005, 06:07 PM

Quote:

Originally Posted by **Col_Pladoh**

Or Corporal Fuchsia... :lol:

Cheers,
Gary

or Colonel Pladoh? ;)

Col_Pladoh

Saturday, 5th November, 2005, 06:12 PM

Quote:

Originally Posted by **BOZ**

or Colonel Pladoh? ;)

Acceptable...as would be Colonel Mustard, although i prefer the rank of Brigadier General :lol:

Cheers,
Gary

Joseph Eric Smith

Saturday, 5th November, 2005, 06:18 PM

Isn't that bragadier :)
Ken

Quote:

Originally Posted by **Col_Pladoh**

Acceptable...as would be Colonel Mustard, although i prefer the rank of Brigadier General :lol:

Cheers,
Gary

haakon1

Saturday, 5th November, 2005, 06:35 PM

Quote:

Originally Posted by **Joseph Eric Smith**

Isn't that bragadier

Generally, it's best not to say things like that around here. Surely, the Colonel will PUNish us all now, and I don't mean by sending us to the Brig, my dear.

Laurel Wolf

Saturday, 5th November, 2005, 07:01 PM

invite to Gary

Hi Gary, My Husband and I were just reading this thread and saw that you live in Lake Geneva. We Live in Antioch and play every Friday night from 7 to Midnightish. We would love for you to join us some time. My Husband has been a gamer for over 20 years and I just started to play. I would love to have an opportunity to be able to talk to the creator of D & D just as I am starting to play. If you could make it on November 11th that is my birthday and I am making a Mexican Feast for everyone it would be a great present to have you join us if you can.

Thanks for such a great game that my husband and I enjoy together.

Laurel Wolf

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All times are GMT +1. The time now is 04:13 PM.

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Gary Gygax Q&A, Part IX

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Edena_of_Neith

Saturday, 5th November, 2005, 09:04 PM

2,000th reply! :)

Gary, what could the original Magic Missile - as you conceived of it - do to non-living objects, if anything?

ghul

Saturday, 5th November, 2005, 10:42 PM

Quote:

Originally Posted by **Laurel Wolf**

Hi Gary, My Husband and I were just reading this thread and saw that you live in Lake Geneva. We Live in Antioch and play every Friday night from 7 to Midnightish. We would love for you to join us some time. My Husband has been a gamer for over 20 years and I just started to play. I would love to have an opportunity to be able to talk to the creator of D & D just as I am starting to play. If you could make it on November 11th that is my birthday and I am making a Mexican Feast for everyone it would be a great present to have you join us if you can.

Thanks for such a great game that my husband and I enjoy together.

Laurel Wolf

Man, I could picture it now. Watching out my window, awaiting the arrival none other than Gary Gygax for night of gaming a Mexican feasting. And here comes, EGG, pulling into your driveway, gets out of his car with a bottle of scotch in one hand and bag of books and dice in the other. I'd probably scream like a teenage girl who just won dinner and movie with Eminem ... but, er, my tastes tend to differ from those of the typical teenage girl.

--Ghul

Col_Pladoh

Sunday, 6th November, 2005, 03:04 PM

Quote:

Originally Posted by **Joseph Elric Smith**

Isn't that bragadier :)

Ken

Perhaps in your case, amigo... :p

Cheers,
Gary

Col_Pladoh

Sunday, 6th November, 2005, 03:07 PM

Quote:

Originally Posted by **haakon1**

Generally, it's best not to say things like that around here. Surely, the Colonel will PUNish us all now, and I don't mean by sending us to the Brig, my dear.

Ah...Frigate!

I don't want to do any brig puns--to sloopy.

Now noting that Bragi is a Norse deity is another matter. That's why I can forgive Ken for his temerity.

Cheers,
Gary

Col_Pladoh

Sunday, 6th November, 2005, 03:10 PM

Quote:

Originally Posted by **Laurel Wolf**

Hi Gary, My Husband and I were just reading this thread and saw that you live in Lake Geneva. We Live in Antioch and play every Friday night from 7 to Midnightish. We would love for you to join us some time. My Husband has been a gamer for over 20 years and I just started to play. I would love to have an opportunity to be able to talk to the creator of D & D just as I am starting to play. If you could make it on November 11th that is my birthday and I am making a Mexican Feast for everyone it would be a great present to have you join us if you can.

Thanks for such a great game that my husband and I enjoy together.

Laurel Wolf

Hi Laurel:)

Far off, exotic Antioch, eh? :lol: That is pretty near.

The fact is that on Friday I have lunch out with my wife, then we spend the evening together--unless she or I have work that must be done.

Thanks anyway, and holler if you two would like to come up and play some LA or MA here sometime :D

Cheers,
Gary

Col_Pladoh

Sunday, 6th November, 2005, 03:15 PM

Quote:

Originally Posted by **Edena_of_Neith**

2,000th reply! :)

Gary, what could the original Magic Missile - as you conceived of it - do to non-living objects, if anything?

The envisaged effect for a magic missile when impacting a non-living (other than undead), energiless target was a fuzzle. Sort of llike a spark that sizzles a bit and does out leaving only a bit of scorched surface behing to mark its passing.

I got the idea of the spell from the film *The Raven* with Boris Karloff, vincent Price, and Peter Laurie. So too the shield spell.

Cheers,
Gary

Joseph Elric Smith

Sunday, 6th November, 2005, 03:18 PM

Which is one of the reason they are some of my favourite spells.
Ken

Quote:

Originally Posted by **Col_Pladoh**

The envisaged effect for a magic missile when impacting a non-living (other than undead), energiless target was a fuzzle. Sort of llike a spark that sizzles a bit and does out leaving only a bit of scorched surface behing to mark its passing.

I got the idea of the spell from the film *The Raven* with Boris Karloff, vincent Price, and Peter Laurie. So too the shield spell.

Cheers,
Gary

Col_Pladoh

Sunday, 6th November, 2005, 03:23 PM

Quote:

Originally Posted by **ghul**

Man, I could picture it now. Watching out my window, awaiting the arrival none other than Gary Gygax for night of gaming a Mexican feasting. And here comes, EGG, pulling into your driveway, gets out of his car with a bottle of scotch in one hand and bag of books and dice in the other. I'd probably scream like a teenage girl who just won dinner and movie with Eminem ... but, er, my tastes tend to differ from those of the typical teenage girl.

--Ghul

LOL!

About the only time anything close to that has happened to me is when in the past I have been mistaken for Gerry Garcia. On one of those occassions a teenage girl followed me around, even after I carefully explained to her that I was not said rock star. About then my wife showed up and shooed the young lady away :uhoh:

In a restaurant some folks were all excited that Gerry Garcia was dinind there, and the maitre de, someone who is a friend, explained who I was. That did not impress the other diners in the least :heh:

Cheers,
Gary

Col_Pladoh

Sunday, 6th November, 2005, 03:26 PM

Quote:

*Originally Posted by **Joseph Elric Smith***

*Which is one of the reason they are some of my favourite spells.
Ken*

Thank you Dr. Craven :lol:

Cheers,
Gary

Now I need to be at work developmentally editing an LA game module designed by the clever Canadian author Greg Ellis ;)

Edena_of_Neith

Sunday, 6th November, 2005, 09:00 PM

Hey, thank you Gary. I haven't seen the Raven, but I'll check it out. :)

Is it ok if I ask you concerning some of the other spells you invented?

mythusmage

Sunday, 6th November, 2005, 10:16 PM

Quote:

*Originally Posted by **Col_Pladoh***

The envisaged effect for a magic missile when impacting a non-living (other than undead), energiless target was a fuzzle. Sort of llike a spark that sizzles a bit and does out leaving only a bit of scorched surface behing to mark its passing.

I got the idea of the spell from the film The Raven with Boris Karloff, vincent Price, and Peter Laurie. So too the shield spell.

*Cheers,
Gary*

Once read a write-up from a group where the DM envisioned *Magic Missile* as producing some form of fire arm, the exact type depending on how many missiles the magic user in question produced with each casting. It started with a single shot pistol and worked its way up to some type of automatic rifle at the higher levels. This in the day when MM had no upper limit to the number of rounds, required a to-hit roll for each shot, and successful hits did 1d6+1 in damage.

Col_Pladoh

Sunday, 6th November, 2005, 10:35 PM

Quote:

*Originally Posted by **Edena_of_Neith***

Hey, thank you Gary. I haven't seen the Raven, but I'll check it out. :)

Is it ok if I ask you concerning some of the other spells you invented?

Sure, and fire away:)

No guarantee I'll remember what, if any, inspiration lies behind any given spell though.

Cheers,
Gary

Col_Pladoh

Sunday, 6th November, 2005, 10:38 PM

Quote:

*Originally Posted by **mythusmage***

*Once read a write-up from a group where the DM envisioned *Magic Missile* as producing some form of fire arm, the exact type depending on how many missiles the magic user in question produced with each casting. It started with a single shot pistol and worked its way up to some type of automatic rifle at the higher levels. This in the day when MM had no upper limit to the number of rounds, required a to-hit roll for each shot, and successful hits did 1d6+1 in damage.*

We all know that there is one magic missile per two levels above 1st, no limit to the total number, and that they always hit.

The missiles spring from the caster's finger and dart unerringly to strike the target subjetc(s) regardless of any evasive attempts on the part of said target(s).

Cheers,
Gary

mythusmage

Monday, 7th November, 2005, 04:12 AM

Quote:

*Originally Posted by **Col_Pladoh***

We all know that there is one magic missile per two levels above 1st, no limit to the total number, and that they always hit.

The missiles spring from the caster's finger and dart unerringly to strike the target subject(s) regardless of any evasive attempts on the part of said target(s).

*Cheers,
Gary*

Now that's the case. Back in the early days ...

gideon_thorne

Monday, 7th November, 2005, 04:29 AM

Quote:

*Originally Posted by **mythusmage***

Now that's the case. Back in the early days ...

It was still the case. :)

Col_Pladoh

Monday, 7th November, 2005, 03:21 PM

Quote:

*Originally Posted by **mythusmage***

Now that's the case. Back in the early days ...

Are there any other?

Heh,
Gary

diaglo

Monday, 7th November, 2005, 03:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

Are there any other?

*Heh,
Gary*

yes. yes there are...go read Supplement I Greyhawk. :)

diaglo "who still plays OD&D(1974)"

Col_Pladoh

Monday, 7th November, 2005, 03:29 PM

Quote:

*Originally Posted by **diaglo***

yes. yes there are...go read Supplement I Greyhawk. :)

diaglo "who still plays OD&D(1974)"

No, you go and read the OAD&D DMG :p

Cheers,
Gary

diaglo

Monday, 7th November, 2005, 03:32 PM

Quote:

Originally Posted by **Col_Pladoh**
No, you go and read the OAD&D DMG :p

rolls to hit

2-7 hps of damage.

2 missiles (which appeared as arrows according to the text) for every 5 levels.

1 at 1st, 3 at 6th, 5 at 11th, etc...

just saying is all.

Col_Pladoh

Monday, 7th November, 2005, 03:37 PM

Quote:

Originally Posted by **diaglo**

rolls to hit

2-7 hps of damage.

2 missiles (which appeared as arrows according to the text) for every 5 levels.

1 at 1st, 3 at 6th, 5 at 11th, etc...

just saying is all.

That's not OAD&D :confused:

Cheers,
Gary

All times are GMT +1. The time now is 04:13 PM.

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Gary Gygax Q&A, Part IX

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diaglo

Monday, 7th November, 2005, 03:40 PM

Quote:

*Originally Posted by **Col_Pladoh****That's not OAD&D :confused:**Cheers,
Gary*

no, that's Greyhawk written by some guy named Gygax in 1975.

i think he goes by Col Pladoh here....

cheers,

diaglo

Col_Pladoh

Monday, 7th November, 2005, 03:48 PM

Quote:

*Originally Posted by **diaglo****no, that's Greyhawk written by some guy named Gygax in 1975.**i think he goes by Col Pladoh here....**cheers,**diaglo*

Heh...

Then you should also know that I replaced the quoted material with that found in the AD&D game's PHB in regards the working of the magic missile spell.

>>Casts 14 d4 missiles at diaglo, each unerringly hitting for an average of 2.5 points of damage :lol: <<

Cheers,
Gary

Henry

Monday, 7th November, 2005, 03:59 PM

Why do I feel like I'm watching a Episode IV fight between Vader and Kenobi? :lol:

Col_Pladoh

Monday, 7th November, 2005, 04:08 PM

Quote:

*Originally Posted by **Henry****Why do I feel like I'm watching a Episode IV fight between Vader and Kenobi? :lol:*

Feel the power of the Dark Side, Henry...

(Sorry, but I just had to get that in before diaglo could :lol:)

Cheers,
Gary

Flexor the Mighty!

Monday, 7th November, 2005, 04:15 PM

Come on! Force Choke him Gary!

diaglo

Monday, 7th November, 2005, 04:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

Then you should also know that I replaced the quoted material with that found in the AD&D game's PHB in regards the working of the magic missile spell.

>>Casts 14 d4 missiles at diaglo, each unerringly hitting for an average of 2.5 points of damage :lol: <<

*Cheers,
Gary*

but... doesn't the PHB say... 1d4+1... not that i want to take an extra 14 hps of damage...

Col_Pladoh

Monday, 7th November, 2005, 05:39 PM

Quote:

*Originally Posted by **diaglo***

but... doesn't the PHB say... 1d4+1... not that i want to take an extra 14 hps of damage...

:heh:

Oops! I forgot that in the excitement of sending those darts of force at you :confused:

So take 35 + 14 HPs of damage, and no shield spells, Broaches of Shielding, or Rings of Spell Turning allowed, or I'll have to follow Flexor's suggestion and use *The Force* to choke you :mad:

:lol:
Cheers,
Gary

Henry

Monday, 7th November, 2005, 06:03 PM

Actually, you're more the Kenobi in the scenario, Gary, and the young padawans on the sidelines are marvelling at your and the '74 veteran's fencing skills...

OK, enough of the messy metaphor. :)

Col_Pladoh

Monday, 7th November, 2005, 06:08 PM

Quote:

*Originally Posted by **Henry***

Actually, you're more the Kenobi in the scenario, Gary, and the young padawans on the sidelines are marvelling at your and the '74 veteran's fencing skills...

OK, enough of the messy metaphor. :)

Ah...

I see. That's a skill developed performance from dealing with so many players and fans over the years. Those devils are always trying to get the best of me :]

Heh,
Gary

diaglo

Monday, 7th November, 2005, 06:10 PM

Quote:

*Originally Posted by **Col_Pladoh***

Ah...

I see. That's a skill developed performance from dealing with so many players and fans over the years. Those devils are always trying to get the best of me :]

*Heh,
Gary*

give in to your doubt...

diaglo "really a good little devil" Ooi

BOZ

Monday, 7th November, 2005, 06:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

No, you go and read the OAD&D DMG :p

ooh, burn! ;)

Flexor the Mighty!

Monday, 7th November, 2005, 07:21 PM

Quote:

*Originally Posted by **Henry***

Actually, you're more the Kenobi in the scenario, Gary, and the young padawans on the sidelines are marvelling at your and the '74 veteran's fencing skills...

OK, enough of the messy metaphor. :)

How could a man who wrote the PC eating wonder that is The Tomb Of Horrors ever be equated with Obi-Wan? Vader all the way!

Henry

Monday, 7th November, 2005, 07:47 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

How could a many who wrote the PC eating wonder that is The Tomb Of Horrors ever be equated with Obi-Wan? Vader all the way!

OK, then, Emperor Gary and Darth Diaglo. :)

Col_Pladoh

Monday, 7th November, 2005, 08:59 PM

Quote:

*Originally Posted by **diaglo***

give in to your doubt...

diaglo "really a good little devil" Ooi

Oh-oh!

He really is Darth Vader! :eek:

Cheers,
Gary

Col_Pladoh

Monday, 7th November, 2005, 09:00 PM

Quote:

*Originally Posted by **BOZ***

ooh, burn! ;)

More like a burn on me, as I meant the PHB, not the DMG :\

That'll teach me to answer posts here when I am otherwise working on developmental editing :confused:

Cheers,
Gary

Col_Pladoh

Monday, 7th November, 2005, 09:02 PM

Quote:

Originally Posted by **Henry**

OK, then, Emperor Gary and Darth Diaglo. :)

This is getting worse and worse...

:uhoh:
Gary

Flexor the Mighty!

Monday, 7th November, 2005, 09:10 PM

I'm scared...

Col_Pladoh

Monday, 7th November, 2005, 09:23 PM

Quote:

Originally Posted by **Flexor the Mighty!**

I'm scared...

As well we all should be. After all, the game is dangerous, mind altering, isn't it?

:lol:
Gary

Edena_of_Neith

Monday, 7th November, 2005, 09:30 PM

:)

Walks in with his 2nd level spell, Gemidan's Paralytic Missile, from the Waterdeep City of Splendors Boxed Set.
Locks. Loads. FIRES!

A bolt of greenish energy fires from Edena's fingertips, and unerringly (just like Magic Missile) strikes the target.
Only one missile is generated, and it inflicts no damage; instead, it paralyzes the target.
The target is entitled to a saving throw versus spell, for HALF DURATION.

Since Edena is at least 3rd level wizard (or maybe higher!), the paralysis will last for at least 1 round ... 1 minute, in this case, even if the saving throw is successful.

Helpless targets may be slain at the rate of one per slayer per round (quoting from the 1st edition DMG.)

So, Edena now walks up to the target, and ... being a Good character ... merely takes away the opponent's weapons, spell components, and anything else of interest. He then lectures him for the next 5 hours on the beauty, wonder, and joy of being Good aligned (poor fellow ...)

(Yes, Gemidan's Paralytic Missile actually did exactly what I described.)

With the power of Gemidan's Paralytic Missile (better than Power Word Stun, no? :D) Edena the Wizard Jedi ends this destructive conflict, and brings order to the Galaxy! :)

Col_Pladoh

Monday, 7th November, 2005, 09:37 PM

Quote:

Originally Posted by **Edena_of_Neith**

:)

Walks in with his 2nd level spell, Gemidan's Paralytic Missile, from the Waterdeep City of Splendors Boxed Set.
Locks. Loads. FIRES!

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(Yes, Gemidan's Paralytic Missile actually did exactly what I described.)

With the power of Gemidan's Paralytic Missile (better than Power Word Stun, no? :D) Edena the Wizard Jedi ends this destructive conflict, and brings order to the Galaxy! :)

As I said in my last post...mind altering :lol:

Of course I won't mention the dream I had the other night where I commanded a force of African Elephants and bulls, ran at their head and

subjugated an exotic palace and its manifold inhabitants by a mere word.

Oops!

I just mentioned it :confused:

Cheers,
Gary

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Gary Gygax Q&A, Part IX

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Mark CMG

Monday, 7th November, 2005, 09:41 PM

Quote:

*Originally Posted by **Flexor the Mighty!****Vader all the way!*

A 2007 Lucas/Schwarzenegger production?

Col_Pladoh

Monday, 7th November, 2005, 09:51 PM

Hey!

I just realized that this thread likely has greater readership than the local paper here in Lake Geneva does. Maybe I can sell advertisements after my sig... :lol:

Cheers,
Gary

Edena_of_Neith

Monday, 7th November, 2005, 10:24 PM

When we first attempted the infamous Tomb of Horrors (your creation, Gary :)) my character was the only survivor of the battle against Acererak.

We all learned the hard way what Acererak could do to you simply by rising up and looking at you (I won't go further, since I would never spoil the surprise for those wishing to attempt the Tomb and the destruction of Acererak! :D)

Ok, this attack of Acererak: if it is a spell, what level would it be? If it's over 9th level - and I'm guessing it is well over 9th level - then does Acererak have access to 10th, 11th, and higher level spells from the Arcane Age that existed in the days of the power of the Suloise Imperium? If the attack is an innate spell-like power, the same question applies: what level is it equivalent to, and if higher than 9th does it come from the Suloise Arcane Age?

Yours Sincerely
Edena_of_Neith

Col_Pladoh

Monday, 7th November, 2005, 10:39 PM

Quote:

*Originally Posted by **Edena_of_Neith****When we first attempted the infamous Tomb of Horrors (your creation, Gary :)) my character was the only survivor of the battle against Acererak. We all learned the hard way what Acererak could do to you simply by rising up and looking at you (I won't go further, since I would never spoil the surprise for those wishing to attempt the Tomb and the destruction of Acererak! :D)**Ok, this attack of Acererak: if it is a spell, what level would it be? If it's over 9th level - and I'm guessing it is well over 9th level - then does Acererak have access to 10th, 11th, and higher level spells from the Arcane Age that existed in the days of the power of the Suloise Imperium? If the attack is an innate spell-like power, the same question applies: what level is it equivalent to, and if higher than 9th does it come from the Suloise Arcane Age?**Yours Sincerely
Edena_of_Neith*

Indeed!

The demi-lich is a terror. Roblilar assessed that at a glance (a few words of my description), scooped up the treasure, and ran away.

I envisaged the terrible power Acererak possesses as coming from the nether planes deity he served, not from any human source. It is cleaner assuming such, for then there is no lost lore of super magic to be discovered.

that said, I do believe that 10th level spells, even 11th and 12th, are appropriate in high-level campaigns. such should be available only to mages of 19 or greater Intelligence at 20th, 22nd, and 24th level perhaps.

Cheers,
Gary

Mark CMG

Monday, 7th November, 2005, 10:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hey!

I just realized that this thread likely has greater readership than the local paper here in Lake Geneva does. Maybe I can sell advertisements after my sig... :lol:

*Cheers,
Gary*

Sure. Drop a line to Zeitgeist or Goodman Games and see if they have anything new to . . .

;)

Col_Pladoh

Tuesday, 8th November, 2005, 04:01 PM

Quote:

*Originally Posted by **Mark CMG***

Sure. Drop a line to Zeitgeist or Goodman Games and see if they have anything new to . . .

;)

Hey!

I had in mind something larger such as Capital One or the like :lol:

Cheers,
Gary

Henry

Tuesday, 8th November, 2005, 04:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hey!

I had in mind something larger such as Capital One or the like :lol:

*Cheers,
Gary*

The idea is a capital one, but the chase of money that ensues leaves you to discover that lucre is not everything, even for a Citi dweller such as yourself. Trust commerce to show you the bankability of that fact. :)

Col_Pladoh

Tuesday, 8th November, 2005, 04:56 PM

Quote:

*Originally Posted by **Henry***

The idea is a capital one, but the chase of money that ensues leaves you to discover that lucre is not everything, even for a Citi dweller such as yourself. Trust commerce to show you the bankability of that fact. :)

That just plain excellent Henry :D

If I wasn't working I'd pillage my brain to attempt a comeback, but...

So, what's in your wallet?!

:lol:
Gary

Henry

Tuesday, 8th November, 2005, 05:05 PM

Quote:

*Originally Posted by **Col_Pladoh***

If I wasn't working I'd pillage my brain to attempt a comeback, but...

So, what's in your wallet?!

:lol:
Gary

opens wallet, moth flies out

;)

Col_Pladoh

Tuesday, 8th November, 2005, 06:51 PM

Quote:

*Originally Posted by **Henry***

opens wallet, moth flies out

;)

Perfect!

Capital One would view you as a likely customer. I *must* see to soliciting an ad from them :eek:

Cheers,
Gary

JoeGKushner

Tuesday, 8th November, 2005, 07:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hey!

I just realized that this thread likely has greater readership than the local paper here in Lake Geneva does. Maybe I can sell advertisements after my sig... :lol:

*Cheers,
Gary*

You joke but who would have thought that we'd have advertisements in the bathroom on the men's hand dryer twenty years ago?

Col_Pladoh

Tuesday, 8th November, 2005, 07:48 PM

Quote:

*Originally Posted by **JoeGK uhaer***

You joke but who would have thought that we'd have advertisements in the bathroom on the men's hand dryer twenty years ago?

Sad but true...

Cheers,
Gary

Edena_of_Neith

Tuesday, 8th November, 2005, 09:56 PM

(loved those Capital One commercials ...) :)

Gary, since you gave the answer you did above, I wish to ask three questions I would not have otherwise asked.

We know of the Prismatic Spells: Prismatic Spray (7th), Prismatic Wall (8th), and Prismatic Sphere (9th.) In Dragon Magazine, they introduced Jaran's Prismatic Sword. It was 9th level. I disagreed with that assessment, thinking it should have been higher. What would it have been in your game?

And (rather obviously) Prismatic Plate Armor (or, just plain Prismatic Armor) comes to mind. What level would it be?

If there is Prismatic Sword, perhaps there is Prismatic Bow (and Arrows) or Prismatic Bolts (1 bolt per level!) What level would this spell be?

Incidentally, in 2nd Edition they created spells of 10th, 11th, and 12th level. But the increase in spell power was not linear. It was exponential. In the case of the above questions, I am assuming (hopefully correctly) you go by a linear approach, so no analogy to the 2nd edition spells is drawn here.

Quote:

Originally Posted by **Edena_of_Neith**

(loved those Capital One commercials ...) :)

Gary, since you gave the answer you did above, I wish to ask three questions I would not have otherwise asked.

We know of the Prismatic Spells: Prismatic Spray (7th), Prismatic Wall (8th), and Prismatic Sphere (9th.)

In Dragon Magazine, they introduced Jaran's Prismatic Sword. It was 9th level. I disagreed with that assessment, thinking it should have been higher. What would it have been in your game?

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Those are tough questions for which I have no ready answer.

I don't recall the Prismatic Sword and its powers, so I can say only that and non-mage-use item involving the prismatic magical effects would be quite extraordinary and difficult to forge, as the basis is Illusion coupled with the Plane of Radiance and Light.

While I do go with a linear progression, I don't think that would apply to prismatically charged items. If they could be made at all, I believe that those of considerable power would be akin to artifacts in regards their level.

Of course I am not actually setting about the description of any such items, just offering suggestions off the cuff.)

Cheers,
Gary

Edena_of_Neith

Tuesday, 8th November, 2005, 10:17 PM

Jaran's Prismatic Sword (or Blade, not sure which at the moment) created a sword that only the mage could wield. It automatically inflicted all the damage of a Prismatic Sphere if it hit (10 damage + 20 + 40 + save versus death, spell, wand, breath weapon), each and every time it hit. It lasted 1 round (minute) per level.

It also blinded all beings of 6 hit dice (or was it 8?) who looked at it and failed their save (including the mage's allies, if applicable.) A powerful spell!!!

Thanks for the comments. I was just curious. Fortunately for my characters, no NPC out there started firing Prismatic Arrows at them! :)

Col_Pladoh

Tuesday, 8th November, 2005, 10:25 PM

Quote:

Originally Posted by **Edena_of_Neith**

Jaran's Prismatic Sword (or Blade, not sure which at the moment) created a sword that only the mage could wield. It automatically inflicted all the damage of a Prismatic Sphere if it hit (10 damage + 20 + 40 + save versus death, spell, wand, breath weapon), each and every time it hit. It lasted 1 round (minute) per level.

It also blinded all beings of 6 hit dice (or was it 8?) who looked at it and failed their save (including the mage's allies, if applicable.) A powerful spell!!!

Thanks for the comments. I was just curious. Fortunately for my characters, no NPC out there started firing Prismatic Arrows at them! :)

Whoa!

That Prismatic Sword is a blasted artifact that a deity alone would wield :eek:

Cheers,
Gary

Edena_of_Neith

Tuesday, 8th November, 2005, 10:32 PM

Yeah. It was sorta the AD&D lightsabre, as it were. The ultimate weapon. It was in Dragon #241.

Thanks again! :)
Edena_of_Neith

Anson Caralya

Wednesday, 9th November, 2005, 02:00 AM

Quote:

Originally Posted by **Col_Pladoh**

that said, I do believe that 10th level spells, even 11th and 12th, are appropriate in high-level campaigns. such should be available only to mages of 19 or greater Intelligence at 20th, 22nd, and 24th level perhsps.

Gary, is this just pure theoretical musing, or have you thought through spells over 9th level at some point? What might they be like? Given that one well-known character of yours is a mage of greater than 20th level (although I never saw him statted-out with an Int >18)... I had always accepted 9th level as the far end of the OAD&D spell power continuum given the absolutes of the all-powerful *wish*, the no-save *temporal stasis*, and the godly-morphic *shape change*.

And is a 20th level m-u now an archchmage?

ScottyG

Wednesday, 9th November, 2005, 05:24 AM

Quote:

Originally Posted by **Edena_of_Neith**

Yeah. It was sorta the AD&D lightsabre, as it were. The ultimate weapon. It was in Dragon #241.

Thanks again! :)
Edena_of_Neith

Wasn't the AD&D light saber called a wand of force? Introduced in Forgotten Temple of Tharizdun. It's one of those items many of my PCs would have liked to acquire, along with an original holy vorpal sword.
Scott

MerricB

Wednesday, 9th November, 2005, 07:01 AM

Yep. Wand of Force it was.

IIRC, it was a +5 bastard sword usable by fighters and magic-users. Eep.

(Was it in Tharizdun or Barrier Peaks? I forget).

Hmm - you've just jogged my memory. During play of Dungeonland a couple of years ago, my trusty players stumbled upon Murlynd's house. Within its walls, they found a copy of the D&D rulebooks!

Their quest was set: to find the mystical "d20" that could slay dragons! :)

Cheers!

All times are GMT +1. The time now is 04:13 PM.

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Edena_of_Neith

Wednesday, 9th November, 2005, 11:13 AM

(humor)

That's ok.

My character Edena (this SN derived from that) has visited Terra many times.

He has a complete library of D&D products, among his spellbooks.

He thinks the Terrans are very arrogant and prideful, to so describe Oerth, Toril, and Krynn, when in truth they don't know what they are talking about.

Edena wonders if Volo has anything to do with these leaks of information to the Terrans, and he is quick to warn Terrans that anything they receive from Volothamp Geddarm is, at best, questionable source material.

Edena also believes the Terrans should be leave certain subjects alone (such as Vecna, Acererak, Larloch, Raistlin, Fistandantilus, Rajak, etc.) if they wish to keep their precious little world from being (quickly and totally) crushed and subjugated by those Powers Best Left Alone.

But, as usual, the Terrans do not listen.

Col_Pladoh

Wednesday, 9th November, 2005, 03:33 PM

Quote:

*Originally Posted by **Edena_of_Neith****Yeah. It was sorta the AD&D lightsabre, as it were. The ultimate weapon. It was in Dragon #241.**Thanks again! :)**Edena_of_Neith*

A suitable weapon for munchkin power gamers everywhere :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 9th November, 2005, 03:41 PM

Quote:

*Originally Posted by **Anson Caralya****Gary, is this just pure theoretical musing, or have you thought through spells over 9th level at some point? What might they be like? Given that one well-known character of yours is a mage of greater than 20th level (although I never saw him started-out with an Int >18)... I had always accepted 9th level as the far end of the OAD&D spell power continuum given the absolutes of the all-powerful wish, the no-save temporal stasis, and the godly-morphic shape change.**And is a 20th level m-u now an archmage?*

In all the introduction of higher level m-u spells requires the same for all other spell-casters, and commensurate magic items and monsters of considerably greater power as well.

As the system isn't mine to alter, I have no plans to undertake the task, or to comment on how I would manage it.

I can say that a wish spell is hardly "all-powerful." Rather it is a likely disaster when employed by an over-weening PC. When I DMed I loved to have a wish used by the PCs., and any error in its phrasing, including trying two wishes in one, made its intent go awry. All able DMs saw to that. Mordenkainen used wishes only in extremis to bring back associates that had met their end.

Cheers,
Gary

Col_Pladoh

Wednesday, 9th November, 2005, 03:43 PM

Quote:

*Originally Posted by **ScottyG****Wasn't the AD&D light saber called a wand of force? Introduced in Forgotten Temple of Tharizdun. It's one of those items many of my PCs would have liked to acquire, along with an original holy vorpal sword.**Scott*

Bah!

The Wand of Force is not all that deadly, and there is no "Holy Vorpall Sword," except in your mind, perhaps :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 9th November, 2005, 03:54 PM

Well...

I tried to have my players take their PCs into a "strange artificial tunnel floored with a trio of steel ribbons," whilst chasing an Evil Wizard that dabbled in technology. They heard strange rumblings and wailing sounds--all muffled. Then they found a place where they could ascend a to ledge about three feet above the tunnel floor, and on it they were assailed by a band of club- and knife-armed youths whom they defeated rather handily. After that they retreated the way they had come, passing back through the portal of glowing energy that had taken them into the tunnel.

It didn't take them long to realize that they were in the NYC subway during the infamous blackout--that caused by the Evil wizard escaping them, and that once above-ground their odd appearance would have brought down the local constabulary, of course. I had such plans for mayhem too... :\

Cheers,
Gary

JoeGKushner

Wednesday, 9th November, 2005, 04:43 PM

If this has been covered before, can someone point me to it?

Gary, what are your feelings on "classic" settings being shaped to the 3.5 crowd like the boxed set of the Wilderlands or Blackmoor? Do you think newer players get it or will the main crowd be those who cut their teeth on older books, both fiction and gaming?

Col_Pladoh

Wednesday, 9th November, 2005, 05:09 PM

Quote:

*Originally Posted by **JoeGKushner***

If this has been covered before, can someone point me to it?

Gary, what are your feelings on "classic" settings being shaped to the 3.5 crowd like the boxed set of the Wilderlands or Blackmoor? Do you think newer players get it or will the main crowd be those who cut their teeth on older books, both fiction and gaming?

This must be tough question day :uhoh:

Frankly, my exposure to newer players of the D&D game is quite limited, for mostly it is the old hands, the grognards if you will, that are in touch with me.

The initial buyers of "classic" settings will in the main surely be the veterans, recognizing the name, recalling past adventures, or talk of same, and picking up the work as much for nostalgia as any other reason. If many of those purchasers are DMs with younger groups, they will then have the opportunity of converting the newer players to the "old school" material of the setting, likely do a good job of it, being veteran DMs. So the overall acceptance probably hinges on that.

In short, your latter suggestion that the "main crowd be those who cut their teeth on older books, both fiction and gaming," is correct for the first purchasers, and if their enthusiasm is considerable, then the newer players will be attracted to such products.

Cheers,
Gary

Edena_of_Neith

Wednesday, 9th November, 2005, 09:21 PM

Well now ... here is the real purpose of Rock to Mud.

Super Mage! (c) : I activate my Prismatic Sword. I get 5 attacks per round. Prepare to die, elven wench!

Player of 9th level cute elven magistress: I cast my Rock to Mud, with you centered in it.

Super Mage! (c) : I step out.

DM: You can't. You're more than 10 feet from the edge, so you cannot step out. No saving throw is allowed, either. Can you fly?

Super Mage! (c) : I am a Wizard Jedi, with my Jedi Prismatic Sword. I don't need to fly!

DM: You keep sinking. You better do something quickly.

Super Mage! (c) : I use my Invinco Magic Resistance 250% to counter it.

DM: Mud is not magical. Magic resistance doesn't stop spells not aimed at you. You sink in over your head, and start to suffocate.

Super Mage! (c) : But wait. I'm Super Mage! (c) I can't be downed by a mere 5th level spell.

DM: Yes, you can be. Give me your character sheet.

Acererak, off-stage: Foolish, is he. Reckless, is he. Drowned, is he!

Ok, got a question.

Can you tell me more about Acererak?

What was he like, in life? (besides just being nasty and evil)

What did he do in life? (besides nasty and evil stuff)

If you could sit and have a conversation with Acererak, what would Acererak enjoy talking about? (besides endless magical research and evil stuff, obviously)

I mean, Acererak IS a legend. Many, many, many characters have died at his hands. Others (including Edena, my own PC) have survived. But most PCs of higher level have heard of the infamous demi-lich who resides somewhere in a Tomb, in a remote and desolate place out there in the wild blue yonder.

It would be pleasant to hear more about this famous NPC. Acererak, in all honesty, deserves a fleshing out. He's earned it!

'Go back to the tormentor or through the arch,
and the second great hall you'll discover.
Shun green if you can, but night's good color
is for those of great valor.

If shades of red stand for blood the wise
will not need sacrifice aught but a loop of
magical metal - you're well along your march.

Two pits along the wall will be found to lead
to a fortuitous fall, so check the wall.
These keys and those are most important of all,
and beware of trembling hands and what will maul.
If you find the false you find the true
and into the columned hall you'll come
and there the throne that's key and keyed.

The iron men of visage grim do more than
meet the viewers eye.
You've left and left and found my Tomb
and now your soul will die.'

Col_Pladoh

Thursday, 10th November, 2005, 12:48 AM

Hail Edena_of_Neith!

Good stuff in that post, and amusing to read:)

As for the backfill regarding Acererak, there isn't any...at least none that I care to share. The whole setting, Acererak included, belongs to WotC, so they can provide details.

As a matter of fact I didn't actually do much in the way of background, leaving that open so that when I brought Acererak into some yarn before he became a lich, ater a demi-lich, I would have more creative freedom. When that opportunity went away back c. 1987, I simply shelved all such projects, forgot about the matter, as pursuit of it would be otious.

Cheers,
Gary

Anson Caralya

Thursday, 10th November, 2005, 12:55 AM

Quote:

*Originally Posted by **Col_Pladoh***

As the system isn't mine to alter, I have no plans to undertake the task, or to comment on how I would manage it.

Fair enough!

Quote:

*Originally Posted by **Col_Pladoh***

I can say that a wish spell is hardly "all-powerful." Rather it is a likely disaster when employed by an over-weening PC. When I DMed I loved to have a wish used by the PCs., and any error in its phrasing, including trying two wishes in one, made its intent go awry. All able DMs saw to that. Mordenkainen used wishes only in extremis to bring back associates that had met their end.

Sorry, I didn't mean "all-powerful" in the game-breaking, greedy-player way; more that it's the spell to call on when you have a problem without other solution, which I believe is the same usage you're citing from Mordenkainen's experiences (although I see how my post doesn't spell that out... "spell that out"... ouch). Perhaps "spell of last resort" would have been more accurate.

In my personal OAD&D experience, parties were of low enough level that a *wish* was extremely rare and never used in such a way as to invite a DM to create his own Arabian Nights tale in the interpretation.

Jyrdan Fairblade

Thursday, 10th November, 2005, 03:16 PM

Forgive me if I've missed this somewhere, but I've a question regarding Castle Zagyg: Yggsburgh.

I just got the book yesterday, and it looks to be an amazing resource and wonderful written. But one of the things that struck me is that, in addition to the similarity of name, the map of the city bears a bit of a resemblance to my current residence of Pittsburgh. Three rivers, a point, and bridges.

Now, am I just seeing things, or was that intentional?

ScottyG

Thursday, 10th November, 2005, 03:30 PM

Quote:

Originally Posted by **Col_Pladoh**

Bah!

The Wand of Force is not all that deadly, and there is no "Holy Vorpal Sword," except in your mind, perhaps :lol:

Cheers,
Gary

Not saying the wand of force was all that deadly, as compared to the other item discussed, just that it fit the description of a D&D light saber, and in OD&D (the Greyhawk Supplement), all vorpal blades, and swords of sharpness too, were listed as holy swords.
Scott

Col_Pladoh

Thursday, 10th November, 2005, 04:35 PM

Quote:

Originally Posted by **Anson Caralya**

Fair enough!

Sorry, I didn't mean "all-powerful" in the game-breaking, greedy-player way; more that it's the spell to call on when you have a problem without other solution, which I believe is the same usage you're citing from Mordenkainen's experiences (although I see how my post doesn't spell that out... "spell that out"... ouch). Perhaps "spell of last resort" would have been more accurate.

In my personal OAD&D experience, parties were of low enough level that a wish was extremely rare and never used in such a way as to invite a DM to create his own Arabian Nights tale in the interpretation.

Hail Anson Caralya!

Thanks for the added insight and the unintended pun :cool: Indeed, your explanation is very much the way I regard the wish spell.

In my campaign magic items granting wishes were quite rare and after a few hilarious times where the incautious PCs misused them, all such were saved for desperate situations. without potions of longevity, Mordenkainen will not use a wish spell, and there are only two item-contained wish spells in the whole of the Obsidian Citadel's magic repository.

Cheers,
Gary

Col_Pladoh

Thursday, 10th November, 2005, 04:42 PM

Quote:

Originally Posted by **Jyrdan Fairblade**

Forgive me if I've missed this somewhere, but I've a question regarding Castle Zagyg: Yggsburgh.

I just got the book yesterday, and it looks to be an amazing resource and wonderful written. But one of the things that struck me is that, in addition to the similarity of name, the map of the city bears a bit of a resemblance to my current residence of Pittsburgh. Three rivers, a point, and bridges.

Now, am I just seeing things, or was that intentional?

What?

With all the grief I went through in grammar school learning to spell Pittsburgh, Allegheny, and Monongahela I should replicate that place of youthful misery?

While I am serious about the spelling, I jest otherwise :lol:

As a matter of fact, the resemblance is coincidental, as I have been to Pittsburgh only once in my life. Great football town though...

Cheers,
Gary

Col_Pladoh

Thursday, 10th November, 2005, 04:45 PM

Quote:

Originally Posted by **ScottyG**

Not saying the wand of force was all that deadly, as compared to the other item discussed, just that it fit the description of a D&D light saber, and in OD&D (the Greyhawk Supplement), all vorpal blades, and swords of sharpness too, were listed as holy swords.
Scott

Perhaps the light saber resembles a wand of force, as the former predates the latter, no?

And why do you keep referring to OD&D *Greyhawk* Supplement when we all know that OAD&D essentially replaced it?

:lol:
Cheers,
Gary

ScottyG

Thursday, 10th November, 2005, 04:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

What?

With all the grief I went through in grammar school learning to spell Pittsburgh, Allegheny, and Monongahela I should replicate that place of youthful misery?

While I am serious about the spelling, I jest otherwise :lol:

As a matter of fact, the resemblance is coincidental, as I have been to Pittsburgh only once in my life. Great football town though...

*Cheers,
Gary*

Speaking of football, being a fan of some of the more fabled NFL teams, Steelers/Bears, and Steerlers/Packers are games that don't happen often, but they're some of my favorite match ups, especially if both have good teams. That last victory over the Pack wasn't pretty, but I'll take it. The last time I remember playing the Bears, we were being pummeled. I turned off the game. Several minutes later I had missed the 20+ point comeback victory.
Scott

ScottyG

Thursday, 10th November, 2005, 05:03 PM

Quote:

*Originally Posted by **Col_Pladoh***

Perhaps the light saber resembles a wand of force, as the former predates the latter, no?

*And why do you keep referring to OD&D *Greyhawk* Supplement when we all know that OAD&D essentially replaced it?*

*:lol:
Cheers,
Gary*

I wasn't sure on the dates, but I have wondered on just what came first.
I'm an OAD&D player for sure, but having played a few paladins, the dream of possessing a holy vorpal blade is just not that easy to give up.
Scott

Col_Pladoh

Thursday, 10th November, 2005, 05:13 PM

Quote:

*Originally Posted by **ScottyG***

*Speaking of football, being a fan of some of the more fabled NFL teams, Steelers/Bears, and Steerlers/Packers are games that don't happen often, but they're some of my favorite match ups, especially if both have good teams. That last victory over the Pack wasn't pretty, but I'll take it. The last time I remember playing the Bears, we were being pummeled. I turned off the game. Several minutes later I had missed the 20+ point comeback victory.
Scott*

Heh...

Back in the 1940s my father used to root for the Steelers because they were so bad. It seems them days are gone forever :lol:

I am a Bears fan, although I don't hate the Packers--got to enjoy their fine play when Bart Starr was their QB. This year the Pack is pretty bad, and the mediocre Bears will likely win the division. Ortman is improving, so I believe if they keep him as their starting QB in 2006 the team will be a serious contender.

Watch out for the Colts!

Cheers,
Gary

Col_Pladoh

Thursday, 10th November, 2005, 05:19 PM

Quote:

*Originally Posted by **ScottyG***

*I wasn't sure on the dates, but I have wondered on just what came first.
I'm an OAD&D player for sure, but having played a few paladins, the dream of possessing a holy vorpal blade is just not that easy to give up.*
Scott

LOL!

When Erac with his two (honestly gained) Vorpal Swords and the Paladin Aylerach with his +5 holy Avenger two-handed sword accidentally freed Fraz'urb-lu. he carried them to his Layer of the Abyss, and all three weapons became useless hunks of iron.

I honestly think that som Ernie and Mark Ratner have never forgiven Rob Kuntz and me for that adventure run back in the days of us playing OD&D and the *Greyhawk* supplement... :uhoh:

Cheers,
Gary

ScottyG

Thursday, 10th November, 2005, 05:25 PM

Quote:

*Originally Posted by **Col_Pladoh***

LOL!

When Erac with his two (honestly gained) Vorpal Swords and the Paladin Aylerach with his +5 holy Avenger two-handed sword accidentally freed Fraz'urb-lu. he carried them to his Layer of the Abyss, and all three weapons became useless hunks of iron.

*I honestly think that som Ernie and Mark Ratner have never forgiven Rob Kuntz and me for that adventure run back in the days of us playing OD&D and the *Greyhawk* supplement... :uhoh:*

Cheers,
Gary

LOL, having talked to both Ernie and Mark regarding that adventure, I can say you are correct. I think Ernie's e-mail started out, "Oh Scott, you are bringing up some painful memories...".
Scott

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Thursday, 10th November, 2005, 06:03 PM

Quote:

*Originally Posted by **ScottyG***

LOL, having talked to both Ernie and Mark regarding that adventure, I can say you are correct. I think Ernie's e-mail started out, "Oh Scott, you are bringing up some painful memories...".
Scott

:confused:

I am conflicted :heh:

As a DM I say to the players :p

As a father and friend all I can offer is :\

Cheers,
Gary

Anson Caralya

Friday, 11th November, 2005, 03:26 AM

Gary, thanks as always for a quick reply!

Quote:

*Originally Posted by **Col_Pladoh***

...there are only two item-contained wish spells in the whole of the Obsidian Citadel's magic repository.

Would that repository be Treasure Table III from the DMG?

Cheers!

Col_Pladoh

Friday, 11th November, 2005, 03:51 PM

Quote:

*Originally Posted by **Anson Caralya***

Gary, thanks as always for a quick reply!

Would that repository be Treasure Table III from the DMG?

Cheers!

Heh...

Always fun to take a few minutes to communicate with fellow gamers;)

The magic hoard in the Citadel is large...and sadly mostly of very low level. Poor Zigby the dwarf lost his +2 shield in the frost giant jarl's ice caves and had to accept a +1 replacement from Mordenkainen :\

This is not to say that Mordenkainen, Bigby, Yrag, and Riggby don't glow like bonfires when a detect magic spell is played upon them...

:lol:
Gary

SuStel

Friday, 11th November, 2005, 09:50 PM

Speaking of wishes, I've always wondered how people worded wishes to raise ability scores. A wish can only raise a score a certain amount depending on how high it is, so what did a player character say? "I wish to be stronger"? "I wish I had a 16 strength"? "I wish to raise my strength score"? The first is in-character, but wouldn't a character be more likely to say, "I wish to be immensely strong," or something like that?

Col_Pladoh

Friday, 11th November, 2005, 10:55 PM

Quote:

Originally Posted by **SuStel**

Speaking of wishes, I've always wondered how people worded wishes to raise ability scores. A wish can only raise a score a certain amount depending on how high it is, so what did a player character say? "I wish to be stronger"? "I wish I had a 16 strength"? "I wish to raise my strength score"? The first is in-character, but wouldn't a character be more likely to say, "I wish to be immensely strong," or something like that?

The phrasing of wishes is a matter of some consternation on the part of most players, that due to the devious and malign nature of most DMs... I have had some hilarious times "fulfilling" the wishes of PCs in my campaigns.

You are correct about players using PC-held wishes to increase stat scores, and I am amongst the latter group. As with most cautious players a good knowledge of the DM's mind is a prerequisite to uttering a wish and having it come out anywhere near the result desired.

For instance, a reasonable DM being in charge, a wish phrased thus is likely to succeed in gaining a point of Intelligence: "I wish to have my mental ability increased so as to emulate the most intelligent sane living human being of benign ethical and moral compass, this increase in my own intellect permanent and not detrimental, harmful, or incapacitating to me in any way."

Not perfect but difficult for a reasonable DM to pervert;)

Cheers,
Gary

Edena_of_Neith

Saturday, 12th November, 2005, 12:37 AM

I'm back. Hey there, Gary. :)

Mordenkainen the Magnificent, your character, lives in the Obsidian Citadel, correct?
What is Mordenkainen like? What does he do to enjoy himself in life? How long has he lived? And does he plan lichdom? :D

Why doesn't Mordenkainen go and remove Ivid and free the peoples of Aerdi from the tyranny of the Fiend Seeing Throne?
Why does he choose neutrality instead, and why did he form the Council of Eight?

I realize you did not produce the From the Ashes Boxed Set, or I would ask: why didn't Mordenkainen bring back Tenser and Otiluke, and proceed to teleport down to the Bright Desert and fry those two traitors, Rary and Robilar?!

And why is the Obsidian Citadel way up in the northern Yatils? It's COLD up there, in the northern Flanaess (no magic to moderate that climate!)

Col_Pladoh

Saturday, 12th November, 2005, 04:45 PM

Quote:

Originally Posted by **Edena_of_Neith**

I'm back. Hey there, Gary. :)

*Mordenkainen the Magnificent, your character, lives in the Obsidian Citadel, correct?
What is Mordenkainen like? What does he do to enjoy himself in life? How long has he lived? And does he plan lichdom? :D*

*Why doesn't Mordenkainen go and remove Ivid and free the peoples of Aerdi from the tyranny of the Fiend Seeing Throne?
Why does he choose neutrality instead, and why did he form the Council of Eight?*

I realize you did not produce the From the Ashes Boxed Set, or I would ask: why didn't Mordenkainen bring back Tenser and Otiluke, and proceed to teleport down to the Bright Desert and fry those two traitors, Rary and Robilar?!

And why is the Obsidian Citadel way up in the northern Yatils? It's COLD up there, in the northern Flanaess (no magic to moderate that climate!)

Howdy!

All that stuff you mention has nothing to do with my PC, save for descriptive material and what relates to my play in Rob Kuntz's campaign;)

He built a fortress that eventually became the Obsidian Citadel, an octagonally-walled castle, in which he and his associated resided with various military forces.

I envisaged Mordenkainen as around 30 year of age when he began adventuring, so that would make him around 80 years of age now (considering campaign time)--although he has quaffed a number of potions of longevity periodically, always when a wish was cast, so likely he appears more like a vigorous 50.

He does not plan to remain as a lich, not at all his style.

Because he knew and associated with characters of varying alignment, Mordenkainen can to view the opposing alignments as necessary parts of the cosmos, rather akin to the concept of yang and yin. He is likely not a True Neutral any longer, as he leans away from Evil and Law.

That's it in a nutshell.

What others have done with the names is beyond my control and has no bearing on my PCs of the same name, or on other persons' PCs whose names were also acquired by T&R.

Cheers,
Gary

Quote:

Originally Posted by **Edena_of_Neith**

(humor)

That's ok.

My character Edena (this SN derived from that) has visited Terra many times.

He has a complete library of D&D products, among his spellbooks.

He thinks the Terrans are very arrogant and prideful, to so describe Oerth, Toril, and Krynn, when in truth they don't know what they are talking about.

Edena wonders if Volo has anything to do with these leaks of information to the Terrans, and he is quick to warn Terrans that anything they receive from Volothamp Geddam is, at best, questionable source material.

Edena also believes the Terrans should be leave certain subjects alone (such as Vecna, Acererak, Larloch, Raistlin, Fistantilus, Rajak, etc.) if they wish to keep their precious little world from being (quickly and totally) crushed and subjugated by those Powers Best Left Alone.

But, as usual, the Terrans do not listen.

Long ago, in the Sinister Secret of Saltmarsh, my players found an interesting book in the library: "There and Back Again", by Bilbo Baggins. It seems this particular copy had been owned by a dwarf named Balin some years ago, and somehow found its way to the coast of Keoland . . . and yes, the campaign back story had an explanation.

More recently, a character found light-intensification binoculars in a magic shop (the only one in my campaign) in Thornward, Bissel. There's also a long story behind that.

haakon1

Wednesday, 16th November, 2005, 10:13 AM

Quote:

Originally Posted by **Col_Pladoh**

He built a fortress that eventually became the Obsidian Citadel, an octagonally-walled castle, in which he and his associated resided with various military forces.

I forgot that was up in the Yatils.

My silly players have been trying to win the help of dwarves and gnomes in the war of Bissel (with aid from Veluna and the "Brotherhood of the Sword" that runs Gran March -- Gary would get the reference without even the hint that our paladin player's parents were born in Latvia) against invading Kettites (with aid from Perrenlander and Uli mercenaries).

They could have been asking Mordy for help!

What would Mordy's reaction to a party of 9th level LG types showing up to beg for aid? And if he chose to answer and agree, how big were his forces/how large was his regional influence?

On the other hand, if as is likely you don't feel inclined to answer, that's OK -- in my campaign, Mordy will do the same, should it ever come up. :p

More seriously, I figure IMC, WOTC's ownership of stuff doesn't matter and if you want to answer for a character in my campaign called Mordy of Braunschiger who happens to live in the Yatils and be a wizard, that's our business, but I understand there are things I don't understand, and there are scars. :)

Col_Pladoh

Wednesday, 16th November, 2005, 03:28 PM

G'Day Haakon1

The military of the Citadel was extensive and included a lot of Western horse archers. As I haven't had opportunity to play on such a scale for many years, I would assume that the number of troops has shrunk considerably--attrition, settling down to civilian occupations, or leaving for active service elsewhere.

If the appellants convinced Mordenkainen and his seven fellows that the attack upon their lands was a danger to the stability of the region, he would likely have agreed to assist against the invaders. Of course the cost of feeding the army from the Obsidian Citadel would have been rather onerous on the lands they traveled through, and some looting and pillaging would have occurred by an army of some 10,000 cavalry and such infantry as were deemed necessary... :eek:

Cheers,
Gary

haakon1

Thursday, 17th November, 2005, 08:51 AM

Quote:

Originally Posted by **Col_Pladoh**

G'Day Haakon1

The military of the Citadel was extensive and included a lot of Western horse archers. As I haven't had opportunity to play on such a scale for

amny years, I would assume that the number of troops has shrunk considerably--attrition, settling down to civilian occupations, or leaving for active service elsewhere.

If the appeallants convinced Mordenkainen and his seven fellows that the attack upon their lands was a danger to the stability of the region, he would likely have agreed to assist against the invaders. Of course the cost of feeding the army from the Obsidian Citadel would have been rather onerous on the lands they traveled through, and some looting and pillaging would have occurred by an army of some 10,000 cavalry and such infantry as were deemed necessary... :eek:

Cheers,
Gary

10000 troops? Wow-za! That'd win the war right quick, in my campaign. I'll have to find a way to work this into the game. Luckily, the high level characters only play once a year or so (players from 3 states have to get together), so there's plenty of time to cogitate. :cool:

haakon1

Thursday, 17th November, 2005, 08:57 AM

Stupid, lazy question . . . who played Tenser?

I'm remembering an adventure by Roger Moore, where the PC's went to Tenser's castle on the Nyr Dyv. Fun stuff.

oldschooler

Thursday, 17th November, 2005, 06:26 PM

Howdy Gary, hope life is still swell so far and your gaming is more fun than ever!

In looking at your spots in old issues of The Dragon (c. '75+), you've always held that there should be two D&Ds: the newer "Law Schick" AD&D rules for tournament and comparative play, and the original game as a toy for the "inner game designer" in all of us to tinker with.

Lately however, I've read you saying AD&D should *replace* OD&D, in such that the original rules should always give way to the newer Advanced rules by matter of fact (seeing your above considerations on Magic Missile and Holy Vorpel Swords).

You've also stated before that both games are completely different from each other and maybe can't be compared anyway.

Today's difficult question: How do you currently see the roles of the original Dungeons & Dragons game along side the original Advanced Dungeons & Dragons game? Bonus question: When playing either of these games these days, does one see more play than the other?

Col_Pladoh

Thursday, 17th November, 2005, 09:31 PM

Quote:

*Originally Posted by **haakon1***

10000 troops? Wow-za! That'd win the war right quick, in my campaign. I'll have to find a way to work this into the game. Luckily, the high level characters only play once a year or so (players from 3 states have to get together), so there's plenty of time to cogitate. :cool:

Moprdenkainen started out with hired men-at-arms and mounted serjeants. As we encountered and defeated bandits and their ilk, we enlisted willing volunteers. When we ran int nomads and slew all their leaders, the rest threw in their lot and joined our company--more like a division by that time.

Keeping thelot of them fed and in loot was a real challenge, and to balance the bad we made sure to wipe out all the evil we came across so as to remain neutral.

Cheers,
Gary

Col_Pladoh

Thursday, 17th November, 2005, 09:33 PM

Quote:

*Originally Posted by **haakon1***

Stupid, lazy question . . . who played Tenser?

I'm remembering an adventure by Roger Moore, where the PC's went to Tenser's castle on the Nyr Dyv. Fun stuff.

Heh,

Tenser was played by my son, Ernest, "Ernie the Barbarian" in an earlier incarnation. Ernie also player Serten, Eran, and the dark and malign Erac's Cousin.

Cheers,
Gary

Col_Pladoh

Thursday, 17th November, 2005, 09:47 PM

Quote:

*Originally Posted by **oldschooler***

Howdy Gary, hope life is still swell so far and your gaming is more fun than ever!

Bah! I played a big railroad boardgame, a sort of 18XX-type, with Ernie, Tom Wham, and Russ Ingram yesterday afternoon...and I came in dead

last by about seven victory points. It was fun, though, nonetheless :)

Quote:

In looking at your spots in old issues of The Dragon (c. '75+), you've always held that there should be two D&Ds: the newer "Law Schick" AD&D rules for tournament and comparative play, and the original game as a toy for the "inner game designer" in all of us to tinker with.

I have no quarrel with that at all!

Quote:

Lately however, I've read you saying AD&D should replace OD&D, in such that the original rules should always give way to the newer Advanced rules by matter of fact (seeing your above considerations on Magic Missile and Holy Vorpel Swords). You've also stated before that both games are completely different from each other and maybe can't be compared anyway.

Actually, I was speaking only for myself, not urging anything on others. When I play OD&D I lay the oldest version with only a few house rules changes to make the new PCs more viable.

When I play OAD&D, I use those rules, and no mix of D&D in them.

They are different games, play differently, and only adventures from each can be compared IMO.

[QUOTE]Today's difficult question: How do you currently see the roles of the original Dungeons & Dragons game along side the original Advanced Dungeons & Dragons game? [QUOTE]

I see them as separate games to amuse and entertain those persons who most enjoy them as vehicles for RPG fun. I do not view either as "superior" or "inferior," and now and then play both as noted, although I really prefer the *Legendary Adventure* system to Gm and to play.

Quote:

Bonus question: When playing either of these games these days, does one see more play than the other?

For a quick dungeon crawl I like to use OD&D. For something more detailed go to OAD&D, and more recently the C&C game.

When I am really up for gaming, though, I break out my LA system material...or beg Jim Ward to GM his *Metamorphosis Alpha* game :D

Cheers,
Gary

oldschooler

Thursday, 17th November, 2005, 10:00 PM

Thanks for the quick and insightful reply. I wish I lived in Lake Geneva, you'd have a hard time keeping me away Thursday nights!

Col_Pladoh

Thursday, 17th November, 2005, 10:27 PM

Quote:

*Originally Posted by **oldschooler***

Thanks for the quick and insightful reply. I wish I lived in Lake Geneva, you'd have a hard time keeping me away Thursday nights!

You'd be welcome, but that would be a bit of a drive, eh? And this Monday morning we are playing boardgames at Enie's house--h is working on Wednesday, so we had to switch day and time. Tom Wham seems to have a near inexhaustable supply of new and different ones for us to have a go at;)

Cheers,
Gary

Edena_of_Neith

Friday, 18th November, 2005, 04:25 AM

Edena_of_Neith here. Hey there, Gary.

I created a nation that was a confederation of lawful evil races, and called them the Solistarim. I set them in Greyhawk in the Black Ice region (which I remained the Godspires and enlarged geographically.)

How these lawful evil races cooperated is not relevant here: it is only important that they did cooperate, and they cooperated very closely.

The intelligent, hard working, and capable lawful evil races are not all known to me! I wondered if you had any picks for such races? I mean, I had the illithid. We know they were lawful evil. We had the nibelungen (the spell casting dark dwarves) and the derro. We had the grey gnomes. We had an order of evil human mages.

I threw in the sahuagin (it seemed to me the sahuagin were the greatest of the lawful evil sea races), the lizard kings and their lizard men servitors, the fire giants and their friends the salamanders, some of the beholders (some, because even the mighty Solistarim could only bring some beholders under their sway), the kobolds (alone of the humanoid races), and some of the dragons (those willingly allied, and those subdued.)

I threw in the devils, conjured to aid the Solistarim. I threw in liches and servitor undead. I even threw in the efreet, come from the City of Brass to lend their support. I called on the githyanki, as an astral race supportive of the alliance, since they seemed fairly organized under their lichqueen.

But I feel something is missing in my concoction. I have missed some of the best lawful evil races. Do you know any that might fit well within the Solistarim (as in, being organized, intelligent, diligent, and with enough common sense to know to obey their superiors rather than just dying pointlessly.)

What juicy lawful evil races have I missed?

Note that NO drow (much less elves) were welcome, nor were demons or daemons, nor were ANY OTHER humanoid races other than kobolds. (Thus, the Solistarim were enemies of luz as well as Furyondy, Veluna, and the other nations.)

No lawful neutral races (such as the modrons) of any sort were welcome. Exceptions were made for neutral evil races, if they strictly obeyed orders (and means were taken to ensure strict obedience.)

But my concoction, as I said, is incomplete. I ask your help. You created the Monster Manual, Monster Manual II, and many other monster books. What neat lawful evil (and possibly neutral evil) races have I missed?

Yours Sincerely
Edena_of_Neith

SuStel

Friday, 18th November, 2005, 04:23 PM

Edena,

What about some Lawful Evil human races?

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Friday, 18th November, 2005, 05:16 PM

Howdy Edena:)

SuStel hit the nail on the head IMO. What you need are a lot of LE humans in the mix, for they are the worst of the worst, if you will. For "color" I like to add in renegades from otherwise Good races--dwarves, elves and halflings of malign and wicked sort.

The detailing of the humans dwelling in the area should bring a lot of life and substance to it.

Cheers,
Gary

BOZ

Friday, 18th November, 2005, 08:36 PM

for LE dwarf-kin, i think you mean duergar not derro. :)

Col_Pladoh

Friday, 18th November, 2005, 11:15 PM

Quote:

*Originally Posted by **BOZ***

for LE dwarf-kin, i think you mean duergar not derro. :)

The Derero are evil and dwarfish, but not like Dwarves per se.

Cheers,
Gary

mythusmage

Saturday, 19th November, 2005, 02:32 PM

Quote:

*Originally Posted by **Col_Pladoh***

The Derero are evil and dwarfish, but not like Dwarves per se.

*Cheers,
Gary*

Think Greys with an attitude problem.

Derros first came on the scene when the most popular point of origin for ETs with Venus, there were stray Nazis on the Moon, and penguins were not what they seemed. Your basic Lovecraftian pastiche as presented by a second rate hack who simply couldn't get the joke.

The Derro was basically a stand-in for communist apparatchicks and true believers. An example of what Humanity would wind up like if communism conquered the world. But that's getting into religion, so we'll leave it at that.

Col_Pladoh

Saturday, 19th November, 2005, 04:06 PM

Quote:

*Originally Posted by **mythusmage***

Think Greys with an attitude problem.

Derros first came on the scene when the most popular point of origin for ETs with Venus, there were stray Nazis on the Moon, and penguins were not what they seemed. Your basic Lovecraftian pastiche as presented by a second rate hack who simply couldn't get the joke.

...

Alan!

How unkind to Richard S. Shaver :(

You mean to tell me that you don't believe there are Derros infesting a subterranean realm below us, influencing us with their evil ray machines, kidnapping our women? :eek:

I am at a loss...

:lol:
Gary

ColonelHardisson

Saturday, 19th November, 2005, 11:13 PM

Quote:

*Originally Posted by **Col_Pladoh***

Alan!

How unkind to Richard S. Shaver :(

Ah, now, for some reason I'm not surprised you're a connoisseur of the Shaver Mysteries. Next I'll come to find out you're an avid listener of Coast to Coast AM...

Col_Pladoh

Sunday, 20th November, 2005, 03:08 PM

Quote:

*Originally Posted by **ColonelHardisson***

Ah, now, for some reason I'm not surprised you're a connoisseur of the Shaver Mysteries. Next I'll come to find out you're an avid listener of Coast to Coast AM...

Oops! I have never heard that radio program...

I did used to listed to The Transcribed Gold Coast Show and the Arbogast Show--both vaguely akin to material done by the Firesign Theater :lol:

Cheers,
Gary

ColonelHardisson

Sunday, 20th November, 2005, 08:16 PM

Coast to Coast AM is the radio show that Art Bell hosted until he went into semi-retirement. It's been hosted by George Noory since then, with Art hosting during the weekend (but increasinly less so). The show discusses everything from conspiracy theories to, that's right, the Shaver Mysteries. Any given night might find a discussion of ghosts, ghouls, demonic possession, alien abduction, or less esoteric - or perhaps I should say less supernatural - subjects such as the future of ham radio, testing and development of new medicines and/or weapons, or current world politics. Somehow it all fits into the show's format. A great show, very fun, often creepy, and always interesting. The only problem is that it runs late at night - live, it comes on at 10 PM on the West Coast, 1 AM on the East Coast, and runs for the next 4 hours.

Col_Pladoh

Sunday, 20th November, 2005, 09:59 PM

Quote:

*Originally Posted by **ColonelHardisson***

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Thanks for cluing me in. My prime sleeping time... :lol:

Maybe I can find someone hereabouts to record an episode, although I can't envisage spending four hours listening--too much to do!

Cheers,
Gary

haakon1

Sunday, 20th November, 2005, 10:46 PM

Quote:

*Originally Posted by **Col_Pladoh***

Moprdenkainen started out with hired men-at-arms and mounted serjeants. As we encountered and defeated bandits and their ilk, we enlisted willing volunteers. When we ran int nomads and slew all their leaders, the rest threw in their lot and joined our company--more like a division by that time.

Keeping the lot of them fed and in loot was a real challenge, and to balance the bad we made sure to wipe out all the evil we came across so as to remain neutral.

*Cheers,
Gary*

That makes sense. What do to do with the conquered or rescued is often an interesting question, especially since I like to DM the "village in trouble" scenario quite a bit, and occassional set ups like "the mongrelmen aren't evil, they're just scared of the beholder". So, among the more interesting things left behind by my PC's is a little outpost fortress inhabited only by a firbolg giant and a blind human basketmaker . . . that's what happened to my version of Troll Lord's Dzeebagd, admittedly quite different in its details from the original module. Someday, I think the PC's will be awarded a feudal fief of all the messed up little places they "rescued". :)

Col_Pladoh

Monday, 21st November, 2005, 05:04 PM

Quote:

*Originally Posted by **haakon1***

That makes sense. What do to do with the conquered or rescued is often an interesting question, especially since I like to DM the "village in trouble" scenario quite a bit, and occassional set ups like "the mongrelmen aren't evil, they're just scared of the beholder". So, among the more interesting things left behind by my PC's is a little outpost fortress inhabited only by a firbolg giant and a blind human basketmaker . . . that's what happened to my version of Troll Lord's Dzeebagd, admittedly quite different in its details from the original module. Someday, I think the PC's will be awarded a feudal fief of all the messed up little places they "rescued". :)

Quite so.

In many instances the ones saving a place, or otherwise being law and order to it, become the overlords, one way or another.

Of course that is a mixed blessing. They gain tax income and have resources, but at the same time administrative tasks that demand much time and effort.

Not a few wise players have their PCs decline any such awards in order to remain foot-loose and untroubled by any demands other than adventuring :lol:

Cheers,
Gary

haakon1

Tuesday, 22nd November, 2005, 06:10 AM

Quote:

*Originally Posted by **Col_Pladoh***

Quite so.

In many instances the ones saving a place, or otherwise being law and order to it, become the overlords, one way or another.

Of course that is a mixed blessing. They gain tax income and have resources, but at the same time administrative tasks that demand much time and effort.

Not a few wise players have their PCs decline any such awards in order to remain foot-loose and untroubled by any demands other than adventuring :lol:

*Cheers,
Gary*

You did that with active characters? We've done that with retired characters, who then become quasi-NPCs (the player still "owns" them in a general sense, but they're mostly background like any other NPC).

Did you run the villages/frontier post as an active, role-played thing, or as off-line downtime between adventures? I think some of my players might really enjoy that, but others would be very bored. Best as a downtime thing, for the most part?

Col_Pladoh

Tuesday, 22nd November, 2005, 05:06 PM

Quote:

*Originally Posted by **haakon1***

You did that with active characters? We've done that with retired characters, who then become quasi-NPCs (the player still "owns" them in a general sense, but they're mostly background like any other NPC).

Did you run the villages/frontier post as an active, role-played thing, or as off-line downtime between adventures? I think some of my players might really enjoy that, but others would be very bored. Best as a downtime thing, for the most part?

All of my play was in group fashion, with the DM right there, and indeed most of my high level PCs were "retired" for use by the DM, by me on special occasions. The non-adventuring activities were managed by me creating the details in writing and having my DM, Rob Kuntz, approve them. Of course when we became co-DMs of a unified campaign, I did what seemed reasonable for the NPCs.

With so many players, so diverse a lot of them, continuity was a problem, so the Citadel of Eight became more of a campaign law enforcement device. Mordenkainen's plans for a separate state in the Flanaess went by the boards at that time, so the "retired" status became general with those PCs--Mordenkainen, Bigby, Yrag, Riggby, and Zigby the Dwarf (who had topped out in level), Felnorith, and the Elves Vram and Vin (also topped out).

Cheers,
Gary

ScottyG

Wednesday, 23rd November, 2005, 05:29 AM

What about Siggby Griggbyson. He is a member of that famed group isn't he, or is he some sort of lesser member?
Scott

haakon1

Wednesday, 23rd November, 2005, 06:58 AM

Quote:

*Originally Posted by **Col_Pladoh***

All of my play was in group fashion, with the DM right there, and indeed most of my high level PCs were "retired" for use by the DM, by me on special occasions. The non-adventuring activities were managed by me creating the details in writing and having my DM, Rob Kuntz, approve them. Of course when we became co-DMs of a unified campaign, I did what seemed reasonable for the NPCs.

Thanks. It sounds like we do "retired" characters the same way. I like the idea of doing non-adventuring stuff as individual player write-ups with DM approval. Probably email.

Quote:

*Originally Posted by **Col_Pladoh***

With so many players, so diverse a lot of them, continuity was a problem, so the Citadel of Eight became more of a campaign law enforcement device. Mordenkainen's plans for a separate state in the Flanaess went by the boards at that time, so the "retired" status became general with those PCs--Mordenkainen, Bigby, Yrag, Riggby, and Zigby the Dwarf (who had topped out in level), Felnorith, and the Elves Vram and Vin (also topped out).

*Cheers,
Gary*

Plans for a separate state? Oh, how interesting. Another plot idea, should they invite Mordy into the war. :lol:

Col_Pladoh

Wednesday, 23rd November, 2005, 03:39 PM

Quote:

*Originally Posted by **ScottyG***

*What about Siggby Griggbyson. He is a member of that famed group isn't he, or is he some sort of lesser member?
Scott*

Yes indeed, Siggby Griggbyson is a member of the Circle of Eight, as is the m-u Slidell of Fax and the nomadic fighter Nigby. Siggby is the righthand man of Yrag, and Nigby the lieutenant of Felnorith (of the Many Swords), while Slidell is Bigby's former apprentice, now his righthand man.

Cheers,
Gary

Col_Pladoh

Wednesday, 23rd November, 2005, 04:01 PM

Quote:

*Originally Posted by **haakon1***

Thanks. It sounds like we do "retired" characters the same way. I like the idea of doing non-adventuring stuff as individual player write-ups with DM approval. Probably email.

For me it was a matter of handing the material to Rob when he came to my place, or I was over at his gaming.

Quote:

Plans for a separate state? Oh, how interesting. Another plot idea, should they invite Mordy into the war. :lol:

I dropped the idea because of the amount of work needed to set it up and go forward, too much like an historical military miniatures campaign without established facts. Too many unknowns that would demand preparation and then attention on an ongoing basis.

If you wish to include the forces of the Obsidian Citadel in the campaign, then you will have to run them, as I haven't the time--if I get started then I'll want to manage things, what with being a gamer and all. Assuming there is a good reason to become involved, some imbalance in the offing, and there is funding and reward for the troops, then I can supply you with list of the troops available. You can take it from there.

Of course I will not count whatever happens as actuality in regards the force;)

Cheers,
Gary

Col_Pladoh

Wednesday, 23rd November, 2005, 04:39 PM

Hail Fellows!

May you all enjoy a great Thanksgiving day:)

We plan to play at least one boardgame tomorrow as well as have a family dinner.

Cheerio,
Gary

dcollins

Wednesday, 23rd November, 2005, 05:54 PM

Happy Thanksgiving as well!

I'll just point out that Mordenkainen must have bulked up his forces in recent years, because as of the "Sorcerer's Scroll" in Dragon Magazine #37, p. 11 it was written that he he had:

Quote:

Mordenkainen: (MU of 20th level): *Several years ago, the Neutral arch-mage took his rather vast cavalry force and rode into the west, supposedly on a mission to succor an (Evil) associate who called for his aid. He has never returned. His force consisted of:*

- Medium Cavalry: 500 (Regulars)

- Light Cavalry: 500 (Regulars)

- Light Horse Archers: 1,000 (Regulars), 2,000 (Levied)

This force was Chaotic, possibly Neutral, although any Evil cleric encountered could count on a swift and sure death.

Col_Pladoh

Wednesday, 23rd November, 2005, 08:28 PM

Quote:

*Originally Posted by **dcollins***

Happy Thanksgiving as well!

I'll just point out that Mordenkainen must have bulked up his forces in recent years, because as of the "Sorcerer's Scroll" in Dragon Magazine #37, p. 11 it was written that he he had:

Indeed, Mordie and his pals did a good bit of adventuring after that old essay was published. There are contingents of dwarves and elves in his force, as well as numbers of infantry of all sorts there at the citadel.

The number of light cavalry has increased dramatically, and there are also heavy horsemen in the army.

Cheers,
Gary

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haakon1

Thursday, 24th November, 2005, 05:58 AM

Quote:

*Originally Posted by Col_Pladoh**I dropped the idea because of the amount of work needed to set it up and go forward, too much like an historical military miniatures campaign without established facts. Too many unknowns that would demand preparation and then attention on an ongoing basis.*

Good point. I think a little bit of the wargaming element is fun (most of my players like wargaming in one way or another), but it should be background to the pure RPG -- which is to say, small groups of heroes, killing things and taking their stuff, in the quest to save the world from evil. :lol:

BTW, I've never seen a D&D to wargaming crossover version I really liked. The one in Basic D&D (Red Arrow, Black Shield was the module, IIRC) was OK for resolving things, but it wasn't completely satisfying. We've twice played out Company-size (100-120 plus leaders/monsters versus 30-50 grunts plus PC's) engagements, shot by shot using regular AD&D rules, and loved it!

Quote:

*Originally Posted by Col_Pladoh**If you wish to include the forces of the Obsidian Citadel in the campaign, they you will have to run them, as I haven't the time--if I get started then I'll want to manage things, what with being a gamer and all.*

Naturally. I don't want to distract you, just asking questions 'cause it's fun to talk to you about these things. All Greyhawk DM's have managed to take little nuggets from your campaign and make them our own.

Quote:

*Originally Posted by Col_Pladoh**Assuming there is a good reason to become involved, some imbalance in the offing, and there is funding and reward for the troops, then I can supply you with list of the troops available. You can take it from there.**Of course I will not count whatever happens as actuality in regards the force;)*

*Cheers,
Gary*

Nod. Your Greyhawk campaign, my Greyhawk campaign, and everyone else's Greyhawk campaign are different games. But some portability (out from Lake Geneva) is fun. For instance, Robilar is one of the most memorable NPC's in my campaign. But the Lake Geneva Robilar never captured, sold into slavery, and later cooperated with my PCs to escape an island in the Dramidj, rescue some nice kobolds, and slay one of Sauron's fell beasts. Unless you and Rob say he did. :)

Though I liked the thing Roger Moore did, where he had the PC of somebody who apparently wrote TSR about his 100th level character conquering all of Greyhawk appear as an official character in a pub in the great city, who claims to be all powerful but isn't believed -- but is not messed with either. Neat, I think.

Thanks for being so generous with info on the olden days.

And Happy Thanksgiving to everyone!

Col_Pladoh

Thursday, 24th November, 2005, 03:16 PM

Haakon1,

About all I can add is that a computer can run regular A/D&D combat rules for an army and have the results done in real time. Care would be needed to manage morale rules, for those would be critical to outcomes. A programmer with good knowledge of military miniatures could do it without much trouble--aside from the time needed to enter all the data.

When I run mass combat I fudge the action using a d6 for every 5, 10, or 20 men on a side. Mounted troops add 1 to the result. Much tougher units can have a +2 to their dice. 5 wounds, 6 kills. Wounded men do not count in the next round's combat rolls. Morale depends on what sort of troops are engaged and what leaders they have there with them.

Cheers,
Gary

Mark CMG

Thursday, 24th November, 2005, 04:30 PM

:) Happy Thanksgiving! :)

ScottyG

Thursday, 24th November, 2005, 04:46 PM

Gary, several of your PCs started out as NPCs/henchmen. How did you handle the transition? When did Bigby go from being Mordenkainen's henchman/apprentice to a full fledged PC? When a fighter character that started out as a henchman became a lord, would he still be considered a henchman, could he attract followers of his own?

Happy Thanksgiving all!

Scott

Col_Pladoh

Friday, 25th November, 2005, 07:07 PM

Quote:

*Originally Posted by **ScottyG***

Gary, several of your PCs started out as NPCs/henchmen. How did you handle the transition? When did Bigby go from being Mordenkainen's henchman/apprentice to a full fledged PC? When a fighter character that started out as a henchman became a lord, would he still be considered a henchman, could he attract followers of his own?

Happy Thanksgiving all!

Scott

Actually, when I needed a PC of less potency than one of my main characters, I would have that one's "master" send him out to adventure on his own. As the liege lord of that character never demanded and share of treasure gained by the "apprentice," the relationship became more familial, eventually that of equals, with the former vassal-type respecting and deferring to his former master in many things.

My DM didn't mind, as that kept the most powerful PCs on the sidelines much of the time.

Cheers,

Gary

Baramay

Friday, 25th November, 2005, 11:29 PM

Hello Gary. I have a question concerning the resurgence of Greyhawk material in the Dungeon magazine. Eric Mona has shown a strong commitment to supporting the works of those who have come before him and trying to tie up any conflicting sources. What do you think of this? On a side note I have the Dangerous Journeys books and found the attention to detail fantastic. When it was cut short I was very disappointed. Are there any companies you would suggest that are printing similar quality products? Thanks for making yourself available to all of us gamers.

Mike

Col_Pladoh

Saturday, 26th November, 2005, 03:53 PM

Quote:

*Originally Posted by **Baramay***

Hello Gary. I have a question concerning the resurgence of Greyhawk material in the Dungeon magazine. Eric Mona has shown a strong commitment to supporting the works of those who have come before him and trying to tie up any conflicting sources. What do you think of this? On a side note I have the Dangerous Journeys books and found the attention to detail fantastic. When it was cut short I was very disappointed. Are there any companies you would suggest that are printing similar quality products? Thanks for making yourself available to all of us gamers.

Mike

About all I can say in regards to *Dragon* magazine is that Erik Mona is a good fellow, and one I respect.

The *DJ Mythus* system was my last fling at rules heavy gaming, and since then I have done a 180 and truly advocate rules-light work. This does not preclude informational detailing in adventure settings though. You might wish to have a look at *Castle Zagyg Yggsgubgh*, a town of over 20,000 inhabitants and regional campaign setting (c. 1500 sq. miles of area) with adventures and adventure hooks for the C&C game. We are now in process of creating modules that detail the town's 19 sectors for those GMs that do not wish to do that for themselves from the extensive material provided in the book. The work is being published by Troll Lord Games.

Cheers,

Gary

Col_Pladoh

Wednesday, 30th November, 2005, 05:04 PM

Oops!

It just came to me that Erik Mona has asked me for a Gord the Rogue short story, but so far I am unable to deliver same due to a lack of inspiration. Yes, even I get the fabled "writer's block" now and then :confused:

Cheers,

Gary

Henry

Wednesday, 30th November, 2005, 05:07 PM

Quote:

Originally Posted by **Col_Pladoh**

Yes, even I get the fabled "writer's block" now and then :confused:

Just do what the rest of us do, Gary: Read the newspaper, and mix and match plot points. :D

Col_Pladoh

Wednesday, 30th November, 2005, 05:12 PM

Quote:

Originally Posted by **Henry**

Just do what the rest of us do, Gary: Read the newspaper, and mix and match plot points. :D

How about the *National Inquirer*?

Of course having so much editing work to see to does sort of dry up one's creative juices :mad:

:lol:

Gary

Henry

Wednesday, 30th November, 2005, 05:58 PM

Quote:

Originally Posted by **Col_Pladoh**

How about the *National Inquirer*?

Go r d f i g h t s t h e B a t- B o y!

N o s t r a d a m u s t e l l s G o r d . . . y o u h a v e (Gord has e been there, so he that.)

Oh, waitaminit, you said Nat'l Enquirer...

Gord meets up with an alluring cat burglar named Angelina, and he helps her kill off the Evil Overseer of her training at the Thieves' Guild, Brad the Underacted. They rescue a young waif named Jessica in his stable of prostitutes, but not before Mary-Kate the famine-spirit catches up with Gord to settle the curse he enacted when he plundered her long-forgotten tomb.

Damn! It writes itself! :)

Col_Pladoh

Wednesday, 30th November, 2005, 06:33 PM

Well...

How about:

"Gord and Elvis sighted gambling in Las Vegas"?

"Gord is a victim of alien abduction"?

I...can't...go..on...

:lol:

Gary

Edena_of_Neith

Thursday, 1st December, 2005, 05:15 AM

Gary, did you intend that Prismatic Sphere be usable only for defense?

A common tactic (well, any casting of Prismatic Sphere was very uncommon, but anyways) was for the caster to stick his hand through the Sphere and fire spells, with 90% cover as a result (or, if applicable, he could stick his hand out the OTHER side of the Sphere from his opponents, and cast a spell that did not require direct line-of-sight.)

Could, however, a mage simply sit totally within the Prismatic Sphere and cast, with his spells passing freely out of the Sphere? (the most powerful interpretation, of course.)

And ...

(humor)

How come, when the Prismatic Sphere was created, that it did not immediately disintegrate the soil it touched (half the Sphere goes into the ground), thus causing the soil above and within the Sphere to fall into it, and thus eviscerating all the soil the mage was standing on, until he was standing on his own Sphere? (of course, this would have been bad for the mage's fellow party members, who would have fallen INTO the Sphere, and thus suffered all of it's effects, and ...)

haakon1

Thursday, 1st December, 2005, 07:33 AM

Quote:

Originally Posted by **Edena_of_Neith**

How come, when the Prismatic Sphere was created, that it did not immediately disintegrate the soil it touched

'Cause it's magic. :lol:

Col_Pladoh

Thursday, 1st December, 2005, 03:46 PM

Quote:

Originally Posted by **Edena_of_Neith**

Gary, did you intend that Prismatic Sphere be usable only for defense?

Absolutely intended as a defensive spell. If any player suggested his PC was sticking a hand or head outside the sphere, regardless of the direction, I'd allow any spell cast against the sphere to penetrate it where flesh replaced its surface:)

I won't comment on the part where the workings of magic seem to be misunderstood :lol:

Cheers,
Gary

Col_Pladoh

Thursday, 1st December, 2005, 03:49 PM

Quote:

Originally Posted by **haakon1**

'Cause it's magic. :lol:

That, sir, is precisely the correct answer :cool:

Cheers,
Gary

mythusmage

Thursday, 1st December, 2005, 07:50 PM

Quote:

Originally Posted by **Edena_of_Neith**

(humor)

How come, when the Prismatic Sphere was created, that it did not immediately disintegrate the soil it touched (half the Sphere goes into the ground), thus causing the soil above and within the Sphere to fall into it, and thus eviscerating all the soil the mage was standing on, until he was standing on his own Sphere? (of course, this would have been bad for the mage's fellow party members, who would have fallen INTO the Sphere, and thus suffered all of it's effects, and ...)

Because a *Prismatic Sphere* is activated by the morphic field unique to living things. This includes inanimate objects associated with a living things, such as rocks thrown by the living, or sticks held by the living. For all intents and purposes this includes golems, constructs, and animated items since they mimic the living. Since dirt etc. is not living, and has no association with the living, *Prismatic Sphere* has no affect. Though it does play hob on earthworms and soil bacteria. Fortunately, being extremely thin, the sphere has no real effect on terrain. Though early versions often left what came to be known as "*Prismatic Sphere* Divots" in the ground. Some as deep as 5'.

Col_Pladoh

Thursday, 1st December, 2005, 09:45 PM

Yah, tha's it... What Mythusmage said :lol:

Cheerio,
Gary

Edena_of_Neith

Thursday, 1st December, 2005, 09:52 PM

Just meant as humor. Obviously, no mage and his party sank due to a Prismatic Sphere! Not in any game I was in, at least.

Col_Pladoh

Thursday, 1st December, 2005, 10:04 PM

Quote:

Originally Posted by **Edena_of_Neith**

Just meant as humor. Obviously, no mage and his party sank due to a Prismatic Sphere! Not in any game I was in, at least.

OTOH, it is a possibility for a party of annoying PCs :lol:

Cheers,
Gary

All times are GMT +1. The time now is 04:13 PM.

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Tav_Behemoth

Saturday, 3rd December, 2005, 02:21 PM

O venerated Col.,

I was dipping into the AD&D Fiend Folio recently and noted three tiny races of your creation -- the [jermlaine](#) I'd long been a fan of (Descent into the Depths of the Earth having been one of the first books I bought with my own hoarded allowance), but the [booka](#) and the [killmoulis](#) were new to me and, I feel, unjustly overlooked.

It seemed to me that these pint-sized monsters -- minimuses or midges, as per your jermlaine nicknames -- might have been developed for a campaign arc in which tiny opponents played a large role, perhaps even the heroes-shrunk-to-rat-size adventures that reading Leiber's [Swords of Lankhmar](#) inspire so vividly.

Can you share any insights about the origins of these monsters or moments in which you remember them being used in a game?

Col_Pladoh

Saturday, 3rd December, 2005, 03:56 PM

Quote:

*Originally Posted by **Tav_Behemoth***

O venerated Col.,

Howdy Tav:)

Quote:

I was dipping into the AD&D Fiend Folio recently and noted three tiny races of your creation -- the [jermlaine](#) I'd long been a fan of (Descent into the Depths of the Earth having been one of the first books I bought with my own hoarded allowance), but the [booka](#) and the [killmoulis](#) were new to me and, I feel, unjustly overlooked.

For those who do not know, I made up the jermlaine based on the gremlin, an older version of it if you will.

Quote:

It seemed to me that these pint-sized monsters -- minimuses or midges, as per your jermlaine nicknames -- might have been developed for a campaign arc in which tiny opponents played a large role, perhaps even the heroes-shrunk-to-rat-size adventures that reading Leiber's [Swords of Lankhmar](#) inspire so vividly.

Can you share any insights about the origins of these monsters or moments in which you remember them being used in a game?

The booka and killmoulis are "fairie folk" from books of folklore from which I devised the creatures of the same nemes for the AD&D game.

I had a side adventure area akin to the *Isle of the Ape*, *Dungeonland*, and *The Land Beyond the Magic Mirror* set up for my campaign. I titled it *A Midsummer's Night's Nightmare*. It was populated with all of the British-based monsters such as the booka and the killmoulis, as well as many sorts of "little people" as commanded by Oberon and Titania (don't mess with them!)...and Puck too was a most dangerous encounter.

Sadly, all of that has been lost, and after 20 years I have forgotten the details :uhoh:

Cheers,
Gary

Tav_Behemoth

Saturday, 3rd December, 2005, 05:34 PM

Quote:

*Originally Posted by **Col_Pladoh***

*I had a side adventure area akin to the *Isle of the Ape*, *Dungeonland*, and *The Land Beyond the Magic Mirror* set up for my campaign... Sadly, all of that has been lost, and after 20 years I have forgotten the details :uhoh:*

Yet another incentive to build a time machine big enough to fit your campaign notes - or perhaps even a younger version of yourself! It'd be worth any amount of paradoxes and ruptures in the space-time continuum.

Col_Pladoh

Monday, 5th December, 2005, 05:39 PM

Quote:

Originally Posted by **Tav_Behemoth**

Yet another incentive to build a time machine big enough to fit your campaign notes - or perhaps even a younger version of yourself! It'd be worth any amount of paradoxes and ruptures in the space-time continuum.

Or maybe a better system of filing here so as to not lose such materials :confused:

As a matter of fact I have lost a town map for an *Lejendary Adventure* sourcebook that was done only about five years ago. Admittedly, there is some hope of finding it... :heh:

Merry Christmas,
Gary

Bullgrit

Monday, 5th December, 2005, 07:00 PM

Mr. Gygax,

I'll get straight to some questions:

How did you decide/settle on using the 6 ability scores of D&D: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma? [Any bets on how many people comment on the order I've listed them here compared to how they've been listed through the years/editions?]

Especially with Charisma being almost universally regarded as a "dump stat" through all editions, did it have more relevance in your games (and how you envisioned everyone else's games)? Did your games stick to (or even use) the reaction adjustment and henchmen limitations given in the book rules? Or did you give Charisma more (unwritten) weight in character interaction?

In the 70's, how often did a given PC play in your campaign? For the rules as written, how often did you expect people to play the game? I've read where you've said you ran games nearly every day of the week. Was this for different PCs, or did the same PCs play multiple times a week. My underlying question is whether you expected PCs to rise X number of levels in a year. Did you set the xp tables (both for awarding and for leveling up) so the PCs would reach ~X level in ~52 game sessions, whether those 52 sessions came in one year (once a week) or in 3 months (thrice a week). I know you probably didn't work this up as a calculation, but I'm wondering what your general intent or expectation was. Did you consider a PC rising to 10th level in 52 game sessions fast or slow or about right?

Thanks.

Bullgrit

Col_Pladoh

Monday, 5th December, 2005, 08:51 PM

Quote:

Originally Posted by **Bullgrit**

Mr. Gygax,

I'll get straight to some questions:

How did you decide/settle on using the 6 ability scores of D&D: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma? [Any bets on how many people comment on the order I've listed them here compared to how they've been listed through the years/editions?]

The six attributes used seemed to cover the spectrum of what a human consisted of in general manner. They seem to have been on target, as there hasn't been a change in them for some years... :lol:

Quote:

Especially with Charisma being almost universally regarded as a "dump stat" through all editions, did it have more relevance in your games (and how you envisioned everyone else's games)? Did your games stick to (or even use) the reaction adjustment and henchmen limitations given in the book rules? Or did you give Charisma more (unwritten) weight in character interaction?

We did indeed use the reaction adjustment for charisma as stated. That was used considerably when a PC was meeting and seeking negotiation with an NPC. No added rules were needed, only the DM's determination of what the PC's charisma would come into play. Persuasion is pretty well a self-evident factor in interpersonal dealings.

[/QUOTE]In the 70's, how often did a given PC play in your campaign? For the rules as written, how often did you expect people to play the game? I've read where you've said you ran games nearly every day of the week. Was this for different PCs, or did the same PCs play multiple times a week. My underlying question is whether you expected PCs to rise X number of levels in a year. Did you set the xp tables (both for awarding and for leveling up) so the PCs would reach ~X level in ~52 game sessions, whether those 52 sessions came in one year (once a week) or in 3 months (thrice a week). I know you probably didn't work this up as a calculation, but I'm wondering what your general intent or expectation was. Did you consider a PC rising to 10th level in 52 game sessions fast or slow or about right?

Thanks.

Bullgrit[/QUOTE]

There were well over 60 different players that participated in in the game sessions that I ran, and that's one of the reasons that I had Rob Kuntz join me as co-DM. Many of them, the "regulars" numbering around a dozen, were there seeking daily adventure sessions, while the majority of the others showed up to play on weekends. Sometimes there were over 20 D&D gamers gathered in my basement.

I expected no particular number of game sessions from anyone. The "regulars," on the other hand, expected to play many times a week. Eventually, the occasional players dropped out, or became regulars replacing others of that ilk that left the campaign, as the ones that played more frequently were of higher level and dominated the action.

The number of XPs given to rise a level was initially intuitive, later on based on the play of my campaign group. I think that 52 sessions to reach 10th level is about right if the time per session is about four hours. Longer sessions would reduce the number accordingly.

Merry Christmas,
Gary

orsal

Monday, 5th December, 2005, 09:54 PM

Gary -- in terms of game time, how long on average between adventures for the PCs in your Greyhawk campaign? In other words, if it took 52 game sessions to get a new character to ~10th level, how much older would (s)he be?

Col_Pladoh

Monday, 5th December, 2005, 10:11 PM

Quote:

*Originally Posted by **orsal***

Gary -- in terms of game time, how long on average between adventures for the PCs in your Greyhawk campaign? In other words, if it took 52 game sessions to get a new character to ~10th level, how much older would (s)he be?

That's impossible to answer :uhoh:

If play was intensive dungeon crawling, the 52 play sessions might take up only a few weeks of game time, with several adventure sessions being the continuation of a single day of delving. Also, when magically sent to another location time was generally different, and one reappeared in the original place with only a fraction of subjective time while away having passed in the home universe. Outdoor adventures might consume months of game time, of course.

The latter posed a problem for players used to adventuring as a group when they were not with the others on an outdoor foray, so the regulars would often seek their fellows on such journeys.

To answer in general, the time span for 52 adventure sessions was generally anywhere from as many weeks to two years or longer.

Yuletide best,
Gary

ScottyG

Tuesday, 6th December, 2005, 03:31 PM

Gary, it seems like you would often be DMing for parties with a wide range in levels. with Joe Newbie coming in and playing with Ernie and Rob, who have been playing daily for a year. Did you run different sessions for different level ranges, or did you mix the new PCs in with the existing group?
Scott

Col_Pladoh

Tuesday, 6th December, 2005, 05:44 PM

Quote:

*Originally Posted by **ScottyG***

Gary, it seems like you would often be DMing for parties with a wide range in levels. with Joe Newbie coming in and playing with Ernie and Rob, who have been playing daily for a year. Did you run different sessions for different level ranges, or did you mix the new PCs in with the existing group?
Scott

Scotty, just so!

Whenever possible I ran the less-experienced players alone or with lower-level "flunkie" PCs of the veterans of the group, giving them a chance to get full XPs instead of the half limit if played in addition to their "masters."

The newbies actually often preferred to be along as assistants to the high-level PCs, even though I had by then developed the "XP shares by level" method, where all levels of the party were added and the total XPs for the adventure divided by that number and then shared up accordingly--multi-class levels counting as half-levels added to the main one (for instance a F/MU/T of 4-4-5 would have 9 share levels [2+2+5]). Then Robilar and Tenser were involved, the kills and loot were usually great.

Christmas Cheer,
Gary

Steel_Wind

Thursday, 8th December, 2005, 12:59 PM

Hey Gary,

Can you have a look at this thread and do you recall anything about this from 1983?

I have my doubts as to any truth to this... <http://www.enworld.org/showthread.php?t=159173>

Col_Pladoh

Thursday, 8th December, 2005, 05:04 PM

Yuletide Greetings!

I responded on the thread.

Frankly, I believe it is possible that there was such an expenditure, but I was not there. It might well have been buried in the books and slipped by when outside investors audited TSR before making an offer to buy out the Blumes.

Christmas cheer,
Gary

dcollins

Thursday, 8th December, 2005, 05:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

About all I can add is that a computer can run regular A/D&D combat rules for an army and have the results done in real time. Care would be needed to manage morale rules, for those would be critical to outcomes. A programmer with good knowledge of military miniatures could do it without much trouble--aside from the time needed to enter all the data.

Gary, it was interesting to see your comments on this page because I've recently been working on a program of just that sort. Of course you're correct that there's a lot of leeway for how the morale rules get instituted.

Another key aspect is exactly what the assumed "formation inside a figure" is. For example, if a single figure in 1:10 scale represents a line of 10 men, or 5x2 rows (my preference), or a 1-man wide column -- since it determines how many can attack an opposing formation in one turn. What's your expectation for this?

Col_Pladoh

Thursday, 8th December, 2005, 05:55 PM

Quote:

*Originally Posted by **dcollins***

Gary, it was interesting to see your comments on this page because I've recently been working on a program of just that sort. Of course you're correct that there's a lot of leeway for how the morale rules get instituted.

Another key aspect is exactly what the assumed "formation inside a figure" is. For example, if a single figure in 1:10 scale represents a line of 10 men, or 5x2 rows (my preference), or a 1-man wide column -- since it determines how many can attack an opposing formation in one turn. What's your expectation for this?

Christmas Salutations!

Having written a fair number of military miniatures rules for tabletop play, the form that a figure takes depends on the figure to troops represented ratio--1:10, 1:20, etc. and the class/stand mounting of the figures. Skirmisher-types are likely in a single rank or at most a double one with a broad front assumed. The same is true of cavalry, although the front varies by class of horseman, while infantry can vary according to their class and fighting style/training. A pike figure would be four ranks of five men in 1:20 scale surely, with mounting of figures close in blocks of at last four for Swiss or Landsknecht pikemen, larger stands for less well-trained ones.

Yuletide cheer,
Gary

dcollins

Thursday, 8th December, 2005, 06:59 PM

Gary, thanks for your insights.

Mighty Veil

Thursday, 8th December, 2005, 07:08 PM

Quote:

*Originally Posted by **Col_Pladoh***

Erik Mona has asked me for a Gord the Rogue short story, Yes, even I get the fabled "writer's block" now and then :confused:

Is Gord a "charming thief" who likes to steal (I never read any Gord stories before)?

He could be stealing something of great worth from a highly political family. Gets caught. Charms his way out from being tossed to the dungeon. The daughter falls for his charms, and convinces her family she should wed him. And the father needs a charming figurehead to run as Lord Mayor of the city. Gord finds himself in quite the mess. He needs to get out of this marriage. Survive the messy and dangerous politics he's gotten himself thrown into. And steal the thing he came for in the first place.

Col_Pladoh

Thursday, 8th December, 2005, 09:57 PM

Yuletide Greetings:)

Happy to discuss military miniatures anytime...same for military history.

As for Gord, he isn't at all like you suppose :lol:

Christmas cheer,
Gary

Merry Christmas!

2 Attachment(s)

Gary, you've mentioned before that you might like an avatar of your appearance on *Futurama*. Here's a couple for you, sized for this forum:

haakon1

Sunday, 11th December, 2005, 10:20 AM

Quote:

*Originally Posted by **Gentlegamer***

Merry Christmas!

Gary, you've mentioned before that you might like an avatar of your appearance on Futurama. Here's a couple for you, sized for this forum:

So, were Uhura, Gary, and Al Gore all recorded by the actual people? I never can tell on cartoons when the guests are "real" or not.

arscott

Sunday, 11th December, 2005, 11:25 AM

The Internet Movie Database says yes:

Quote:

"Anthology of Interest I" Episode: #2.20 - 21 May 2000

Al Gore Himself (voice) (as Vice President Al Gore)

E. Gary Gyga Himself (voice)

Stephen Hawking Himself (voice)

Nichelle Nichols Herself (voice)

Byrne O'Futt Utility Player (voice)

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Gary Gygax Q&A, Part IX

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Col_Pladoh

Sunday, 11th December, 2005, 04:29 PM

Quote:

*Originally Posted by **Gentlegamer***

Merry Christmas!

Gary, you've mentioned before that you might like an avatar of your appearance on Futurama. Here's a couple for you, sized for this forum:

And a Merry Christmas to you, Gentle Gamer:)

Thanks, and the second of those two screen grabs looks fine to me. The first is being used on another board.

Yuletide best wishes,
Gary

Col_Pladoh

Sunday, 11th December, 2005, 04:33 PM

Quote:

*Originally Posted by **haakon1***

So, were Uhura, Gary, and Al Gore all recorded by the actual people? I never can tell on cartoons when the guests are "real" or not.

Happy Christmas!

Indeed, the voice in the Futurama episode is my own. I did the VO recordings at a studio in Milwaukee over a clean line to the West Coast to the studio where David X. Cohan and company were working. I suspect most of the others involved in the skit did the same.

I suggested that they fly me out to their location, but no luck... :lol:

Yuletide cheer,
Gary

Scott_Holst

Sunday, 11th December, 2005, 04:46 PM

Hi ya Gary-

Since you might be on good terms with Eric Mona, it would be cool if you submitted an adventure to dungeon magazine, even if it was submitted in 1E AD&D format, I'm sure the Dungeon staff would be happy to convert it to 3E(3.5). Perhaps a Queen of Spiders sequel or an addition to ToEE would be cool too.

Scott

Col_Pladoh

Sunday, 11th December, 2005, 05:15 PM

Quote:

*Originally Posted by **Doomed Battalions***

Hi ya Gary-

Since you might be on good terms with Eric Mona, it would be cool if you submitted an adventure to dungeon magazine, even if it was submitted in 1E AD&D format, I'm sure the Dungeon staff would be happy to convert it to 3E(3.5). Perhaps a Queen of Spiders sequel or an addition to ToEE would be cool too.

Scott

Christmas Cheer!

Heh, and I have committments for creative work through 2007, besides that a stack of requests for adventures, and a few irons in the fire that might extend the committed-to projects well beyond that. Thus, unless I can clone myself repeatedly, the chances for that happening are Slim to none...and Slim just left town :lol:

Yuletide best,

Gary

haakon1

Monday, 12th December, 2005, 02:30 AM

Quote:

*Originally Posted by **Col_Pladoh***

Happy Christmas!

Indeed, the voice in the Futurama episode is my own. I did the VO recordings at a studio in Milwaukee over a clean line to the West Coast to the studio where David X. Cohan and company were working. I suspect most of the others involved in the skit did the same.

I suggested that they fly me out to their location, but no luck... :lol:

*Yuletide cheer,
Gary*

Ah, you didn't get meet Bender and Zoidburg in person, huh? :p

haakon1

Monday, 12th December, 2005, 02:43 AM

OD&D, Basic D&D, and AD&D

My FLGS somehow got a supply of Dragons from the distant past. I picked up the Best of vol II from Nov 1981.

In it, there's a Sorcerer's Scroll from Gary about the transition from original D&D to AD&D, and the additional publication of Basic D&D as an intro game to either.

It says, Basic is to teach people the game, classic D&D will always be there as the simple and classic version, and AD&D will go deeper and further.

I'm musing on that . . . perhaps all versions of D&D should live simultaneously, but I don't see how all could be supported. Still, the idea of a lite, classic, and modern version that are all more-or-less compatible sounds good, but so does one version to bind them all. :]

Maybe with better software, we can produce modules in the future that have the same plot, but alternative rules for original D&D, classic AD&D, 2nd Edition, 3.5, Castles & Crusades, and Hackmaster? Probably not worth the effort, commercially speaking.

Oh, and Merry Christmas, Happy Holidays, etc. everybody. A very medieval time of year, it seems to me, with fires and candles and all. "Good King Wencelas went to town, on the feast of Stephen, as the snow lay on the ground, crisp and white and even"

BOZ

Monday, 12th December, 2005, 04:28 AM

Quote:

*Originally Posted by **arscott***

The Internet Movie Database says yes:

so do the credits at the end of the episode. :)

Quote:

*Originally Posted by **Doomed Battalions***

it would be cool if you submitted an adventure to dungeon magazine

you've heard of Maure Castle, right? ;)

Col_Pladoh

Monday, 12th December, 2005, 04:13 PM

Christmas Blessings!

Sadly, I didn't even get to meet David X. Cohen in person, no, although we chatted a bit before the VO work began.

As for three versions of the D&D game, that is exactly what I urged Peter Adkison to do before new D&D was launched. From all the evidence I can see there is little doubt that all three versions of the game would be self-supporting.

Maure Castle is Rob Kuntz's campaign;)

Yuletide best,
Gary

ColonelHardisson

Tuesday, 13th December, 2005, 01:07 AM

Hiya Gary -

I finally got a chance to buy a pdf copy of *Gary Gygax's World Builder*, and I have to say I'm pleased as punch with it. I've always loved the various lists and random tables for dungeon dressing and the like that were in the 1e DMG, and to have an entire book of this type of material is

fantastic. I'm exactly the type of reader this book was aimed at. Well done!

Col_Pladoh

Tuesday, 13th December, 2005, 05:03 PM

Quote:

*Originally Posted by **ColonelHardisson***

Hiya Gary -

I finally got a chance to buy a pdf copy of Gary Gygax's World Builder, and I have to say I'm pleased as punch with it. I've always loved the various lists and random tables for dungeon dressing and the like that were in the 1e DMG, and to have an entire book of this type of material is fantastic. I'm exactly the type of reader this book was aimed at. Well done!

Christmas Cheer, Colonel:)

Thanks kindly!

My co-author, Dan Cross, and I began to exchange lists of items and thus the idea for the book came into being. We are saving additions that have come to light for a revised edition if one ever comes about...

Anyway, it is heartening to hear from another lists and tables buff. I love to think them up, but I am exceptionally boring during such process...:lol:

Yuletide best wishes,
Gary

nyrfherdr

Tuesday, 13th December, 2005, 06:03 PM

Col_Pladoh,

Your Christmas well wishes have inspired me to share a story.

I've been playing D&D since 1978. I gamed with my brothers and when work and college life took over a few years in, we would all play over the Christmas holidays. Christmas and D&D are tied to happy, joyous good times for me and my family.

I still play with friends and now my son has joined the chorus.

I just wanted to take a moment during this happy time of year to add my thanks (amidst all the others) for this wonderful game we play.

Thank you Mr. Gygax. I appreciate your creation and the wonderful memories it has made for me.

Merry Christmas
Game ON!
Nyrfherdr

Col_Pladoh

Tuesday, 13th December, 2005, 06:20 PM

Quote:

*Originally Posted by **nyrfherdr***

Col_Pladoh,

Your Christmas well wishes have inspired me to share a story.

I've been playing D&D since 1978. I gamed with my brothers and when work and college life took over a few years in, we would all play over the Christmas holidays. Christmas and D&D are tied to happy, joyous good times for me and my family.

I still play with friends and now my son has joined the chorus.

I just wanted to take a moment during this happy time of year to add my thanks (amidst all the others) for this wonderful game we play.

Thank you Mr. Gygax. I appreciate your creation and the wonderful memories it has made for me.

*Merry Christmas
Game ON!
Nyrfherdr*

Yuletide Best Wishes, Nyrfherdr:)

Thanks for the kind words, and do feel free to address me as Gary, as we are fellow gamers after all.

Family gatherings during the holidays and playing games then does strike a chord. Back when I was a lad we had to settle for toy soldiers up on the floor of the attic, or else games of cards, chess, Monopoly, Clue, and Big Business. As we had a large house, there was always plenty of room for my friends to join the gathering too :D

May those good memories remain ever green!

Christmas cheer,
Gary

ColonelHardisson

Wednesday, 14th December, 2005, 01:19 AM

Quote:

Originally Posted by **Col_Pladoh**

Christmas Cheer, Colonel:)

Thanks kindly!

My co-author, Dan Cross, and I began to exchange lists of items and thus the idea for the book came into being. We are saving additions that have come to light for a revised edition if one ever comes about...

Anyway, it is heartning to hear from another lists and tables buff. I love to think hem up, but I am exceptionlly boring during such process...:lol:

Yuletide best wishes,
Gary

Christmas Cheer to You and Yours, Gary!

I could pore through any number of books like the World Builder. They really prime the creative pump. Plus, this is the kind of material that helped me expand my vocabulary way back when. I'd be reading those charts, lists, and tables in the old DMG, and then run every few minutes to the family dictionaries - a big, old two-volume Webster's and an enormous British tome - to look up this or that word, and then get caught up in the "see also"s...

Anyway, I don't know if you're familiar with a book called *The Book of Weird* by Barbara N. Byfield. It's a strange little book that defines what trolls, wizards, dragons, etc. are, in a very whimsical style. It's a fun little book from the late 60s, I believe, and strongly reminds me of the milieu, so to speak, of early D&D.

Col_Pladoh

Wednesday, 14th December, 2005, 04:55 PM

Howdy Colonel Hardisson

Pretty obviously I enjoy making up lists and tables--I recently did one for miscellaneous small junk found in dngoon areas--something over 500 separate possibilities when a few useful and actually valuables items are included.

Speaking of lists, most of the "Gygaxian Fantasy World" reference books series is so themed, wworking on details of some aspect of detailing a fantasy world, and that's why i enjoy creating such works or developmentally editing them :cool:

There were a number of whimsical books dealing with folklore done back in the 1960s, and I made use of several when creating AD&D critters. I don't believe that I ran across *The Book of Weird*, though.

Yuletide best wishes,
Gary

Elfdart

Thursday, 15th December, 2005, 04:26 AM

Quote:

Originally Posted by **Col_Pladoh**

Howdy Colonel Hardisson

Pretty obviously I enjoy making up lists and tables--I recently did one for miscellaneous small junk found in dngoon areas--something over 500 separate possibilities when a few useful and actually valuables items are included.

Speaking of lists, most of the "Gygaxian Fantasy World" reference books series is so themed, wworking on details of some aspect of detailing a fantasy world, and that's why i enjoy creating such works or developmentally editing them :cool:

*There were a number of whimsical books dealing with folklore done back in the 1960s, and I made use of several when creating AD&D critters. I don't believe that I ran across *The Book of Weird*, though.*

Yuletide best wishes,
Gary

Did you ever use Katherine Briggs' *Encyclopedia of Fairies*? Unlike other such tomes, it includes a number of actual stories about the fairies, goblins, bogeys and other critters.

I've used it for 20+ years and still haven't used everything in it.

Col_Pladoh

Thursday, 15th December, 2005, 03:26 PM

Quote:

Originally Posted by **Elfdart**

*Did you ever use Katherine Briggs' *Encyclopedia of Fairies*? Unlike other such tomes, it includes a number of actual stories about the fairies, goblins, bogeys and other critters.*

I've used it for 20+ years and still haven't used everything in it.

Happy Christmas!

I have at least one of Katherine Brigg's books somewhere in the book archives in the basement here, but darned if I can recall the title. IIRR, the book of hers I have is well illustrated and is based mainly on the folklore of the British Isles.

Yuletide best wishes,
Gary

Elfdart

Friday, 16th December, 2005, 03:42 AM

Quote:

*Originally Posted by **Col_Pladoh***

Happy Christmas!

I have at least one of Katherine Brigg's books somewhere in the book archives in the basement here, but darned if I can recall the title. IIRR, the book of hers I have is well illustrated and is based mainly on the folklore of the British Isles.

*Yuletide best wishes,
Gary*

Yep, that's the one! The section about Black Annis alone is worth the price. I have a whole sub-campaign around the machinations of the Cailleach Bheur.

Elfdart

Friday, 16th December, 2005, 03:43 AM

Merry New Year to you too!

Col_Pladoh

Friday, 16th December, 2005, 07:52 PM

Quote:

*Originally Posted by **Elfdart***

Merry New Year to you too!

Heh...

Black Annis and green hags are indeed worthy monsters for FRPGs!

Being here and able to look forward to 2007 makes if a joyous time :lol:

Christmas best wishes,
Gary

haakon1

Saturday, 17th December, 2005, 09:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

look forward to 2007

How futuristic! We're all glad you're here and looking forward.

At the end of long meeting yesterday, the exec in charge, from Ireland, had a joyous yuletide line that struck me as perfect for the season of people getting excited about "Happy Holidays" versus "Merry Christmas". He said, in a sort of mumbling aw-shucks way: "Thanks everybody. For those of you who celebrate it, have a happy Christmas. And everybody, have a good break and a good New Year."

Where's the reindeer emoticon? :confused:

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Gary Gygax Q&A, Part IX

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airwalkrr

Saturday, 17th December, 2005, 10:04 PM

Hey Gary, I've got a question about your Gord the Rogue novels. Gellor was one of my favorite characters in Saga of Old City, but unfortunately I don't have a copy of the book anymore. I seem to remember him being a bard. Anyway, what were his origins (i.e. birthplace) and where did he head off to after parting ways with Gord? I've just finished Sea of Dust (the 3rd I believe) so maybe Gellor comes back, but I'm curious.

Col_Pladoh

Saturday, 17th December, 2005, 10:15 PM

Quote:

*Originally Posted by **haakon1****How futuristic! We're all glad you're here and looking forward.**At the end of long meeting yesterday, the exec in charge, from Ireland, had a joyous yuletide line that struck me as perfect for the season of people getting excited about "Happy Holidays" versus "Merry Christmas". He said, in a sort of mumbling aw-shucks way: "Thanks everybody. For those of you who celebrate it, have a happy Christmas. And everybody, have a good break and a good New Year."**Where's the reindeer emoticon? :confused:*

Merry Christmas!

I suppose I am not sensitive to offending others, especially the Politically Correct, to whom I say, in so many words, get lost :]

:lol:

Yuletide best wished,
Gary

Col_Pladoh

Saturday, 17th December, 2005, 10:21 PM

Quote:

*Originally Posted by **airwalkrr****Hey Gary, I've got a question about your Gord the Rogue novels. Gellor was one of my favorite characters in Saga of Old City, but unfortunately I don't have a copy of the book anymore. I seem to remember him being a bard. Anyway, what were his origins (i.e. birthplace) and where did he head off to after parting ways with Gord? I've just finished Sea of Dust (the 3rd I believe) so maybe Gellor comes back, but I'm curious.*

Happy Christmas:)

Likely I did have notes with that sort of detail, and perhaps they still exist somewhere in the mountains of books, magazines, and papers spread from attic to basement in this house... the older the work in question, the more deeply buried the clues regarding it :heh:

Not many authors make extensive notes regarding supporting characters, or about anything else that doesn't fit into the immediate story to be told, for such material tends to become set in stone and limit the scope of possibilities for new tales. (I once asked Fritz Leiber for details of Pulg and got much the same sort of reply as I make above, and he added that his fans knew more about Lankhmar than he did :)

Yuletide best wishes,
Gary

haakon1

Sunday, 18th December, 2005, 10:25 AM

Quote:

*Originally Posted by **Col_Pladoh****Merry Christmas!**I suppose I am not sensitive to offending others, especially the Politically Correct, to whom I say, in so many words, get lost :]*

:lol:

Yuletide best wished,
Gary

Precisely what I thought you'd think. Having grown up in PC New York, living in England for a few years was liberating on the Merry Christmas front. Sure, some of your taxes go to somebody else's church, and you have a Queen (!) who claims to "defender of the faith", but hey, since it's officially a Christian country, it seems fine to say Merry/Happy Christmas all the time, instead of being sneaky about it. Hmm, pay taxes for people in funny outfits to ride around in carriages and make silly speeches, in exchange for freedom to say "Merry Christmas" . . . seems like a

fair trade to me. :p

Merry Christmas to all, and to all a good night.

airwalkrr

Sunday, 18th December, 2005, 11:55 AM

Quote:

*Originally Posted by **Col_Pladoh***

Happy Christmas:)

Likely I did have notes with that sort of detail, and perhaps they still exist somewhere in the mountains of books, magazines, and papers spread from attic to basement in this house... the older the work in question, the more deeply buried the clues regarding it :heh:

Not many authors make extensive notes regarding supporting characters, or about anything else that doesn't fit into the immediate story to be told, for such material tends to become set in stone and limit the scope of possibilities for new tales. (I once asked Fritz Leiber for details of Pulg and got much the same sort of reply as I make above, and he added that his fans knew more about Lankhmar than he did :)

*Yuletide best wishes,
Gary*

Thanks anyway, Gary. I've always liked using Gellor in my home campaigns. I suppose I'll just come up with his background myself. Seems to me like he'd have a lot of friends in Urnst so he's probably from there.

Col_Pladoh

Sunday, 18th December, 2005, 04:16 PM

Quote:

*Originally Posted by **haakon1***

Precisely what I thought you'd think. ... Hmm, pay taxes for people in funny outfits to ride around in carriages and make silly speeches, in exchange for freedom to say "Merry Christmas" . . . seems like a fair trade to me. :p

Merry Christmas to all, and to all a good night.

Yuletide Cheer:)

All of that seems quite reasonable to me, but the UK needs something like our 1st Amendment to the Constitution.

Cristmas blessings,
Gary

Col_Pladoh

Sunday, 18th December, 2005, 04:20 PM

Quote:

*Originally Posted by **airwalkrr***

Thanks anyway, Gary. I've always liked using Gellor in my home campaigns. I suppose I'll just come up with his background myself. Seems to me like he'd have a lot of friends in Urnst so he's probably from there.

Happy Christmas:)

Indeed, that is very much the sort of thing I wished to encourage with the WoG setting--DM adaptation of the material to suit the campaign being run!

Yuletide best wishes,
Gary

Seeker95

Tuesday, 20th December, 2005, 08:31 PM

Quote:

*Originally Posted by **haakon1***

He said, in a sort of mumbling aw-shucks way: "Thanks everybody. For those of you who celebrate it, have a happy Christmas. And everybody, have a good break and a good New Year."

I find that most people who discover I am not a Christian appear perplexed at how to greet me from December 15th until on or about December 27th. Yet they have no problem ringing out a "Happy New Year!" to me.

The irony in this is that although not a Christian, I find great joy in celebrating the birth of Christ with those whose lives are shaped by faith in Him. At the same time, my "New Year" begins in March, not January.

Regardless of where *your* faith is placed, have a Merry Christmastime anyway.
And whenever your calendar begins, Happy Gregorian New Year to you!

Ridureyu

Tuesday, 20th December, 2005, 08:59 PM

Merry Christmas!

Gary,

Yesterday I was trying to call a friend to tell them that I got a 4.0 in my first graduate semester, and through a strange twist of Twilight-Zone fate I accidentally dialed YOUR phone number. When I realized who it was, I laughed and wished you a Merry Christmas, you laughed and said Merry Christmas back.

First off, I won't give out your phone number - that's unethical, and I know what it's like to have complete strangers calling.

Anyway, by coincidence I had been contemplating registering on this forum and asking you if you would like to conduct a short interview for a research project that I have been working on for quite some time. I just didn't have the guts because, well, you're the guy who INVENTED DUNGEONS & DRAGONS, and all.

And then, yesterday, somehow I discovered your phone number while I was trying to dial Dr. Greer (his nyumber doesn't even resemble yours. Weird).

So, would you be open to any kind of interview, or anything of the sort? Either phone or e-mail would be all right. If you want more details, just ask.

(P.S. the call seriously made my day.)

Col_Pladoh

Tuesday, 20th December, 2005, 09:50 PM

Quote:

*Originally Posted by **Seeker95***

I find that most people who discover I am not a Christian appear perplexed at how to greet me from December 15th until on or about December 27th. ...

Happy christmas!

;)

Yuletide best,
Gary

Henry

Tuesday, 20th December, 2005, 09:58 PM

Gary, a quick note in case you don't get back to these boards this week: I hope you and the family have a happy holiday season, and may you keep in good health.

Col_Pladoh

Tuesday, 20th December, 2005, 09:58 PM

Quote:

*Originally Posted by **Ridureyu***

Merry Christmas!

Gary,

Yesterday I was trying to call a friend to tell them that I got a 4.0 in my first graduate semester, and through a strange twist of Twilight-Zone fate I accidentally dialed YOUR phone number. When I realized who it was, I laughed and wished you a Merry Christmas, you laughed and said Merry Christmas back.

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And then, yesterday, somehow I discovered your phone number while I was trying to dial Dr. Greer (his nyumber doesn't even resemble yours. Weird).

So, would you be open to any kind of interview, or anything of the sort? Either phone or e-mail would be all right. If you want more details, just ask.

(P.S. the call seriously made my day.)

Yuletide Felicitations, Ridureyu:)

Having a 4.0 grade point average is enough to get most persons rather exuberant and less than careful when dialing.

Of course I recall the incident well, and I thought it unusual that a chance wrong number would recognize my name, as that doesn't happen often in the real world. I was more often mistaken for Gerry Garcia than recognized as the chap that wrote the D&D game.

Anyway, I have no problems with giving an interview. Email me to set up a good time via telephone. The balance of this week is out, and sometime early next week I am doing a voice over for some folks, so likely the best time will be late next week.

ggygax@genevaonline.com

Christmas best wishes,
Gary

Col_Pladoh

Tuesday, 20th December, 2005, 10:03 PM

Quote:

*Originally Posted by **Henry***

Gary, a quick note in case you don't get back to these boards this week: I hope you and the family have a happy holiday season, and may you keep in good health.

Merrie Christmas Henry:)

Thanks, and may you and yours be blessed now and in the New Year.

Yuletide cheer,
Gary

Ridureyu

Tuesday, 20th December, 2005, 10:07 PM

PROOF! I HAVE PROO... er, I mean, thanks for responding!

Anyway, this being Christmas week, I'm pretty much shot, too - I also will be out of town in early January, so I'll send you that e-mail and see what we can do.

As far as game-related questions go:

I remember hearing that you designed certain monsters in the game after dime store dinosaurs. I, like a lot of people my age (mid-twenties), actually had those dinosaurs when I was a little kid. I remember the ones that probably inspired the Rust Monster and the Bullete, but I'm wondering: Which monsters in all were inspired by those figures? if you remember?

Merry Christmas!

Col_Pladoh

Tuesday, 20th December, 2005, 10:21 PM

Quote:

*Originally Posted by **Ridureyu***

...

...

As far as game-related questions go:

I remember hearing that you designed certain monsters in the game after dime store dinosaurs. I, like a lot of people my age (mid-twenties), actually had those dinosaurs when I was a little kid. I remember the ones that probably inspired the Rust Monster and the Bullete, but I'm wondering: Which monsters in all were inspired by those figures? if you remember?

Merry Christmas!

Yuletide Felicitations!

Many dime store figurines were made to do for fantasy monsters when we played *Chainmail* Fantasy miniatures back in c. 1970, as no one made metal ones based on games then.

In addition to the rust monster and the bulette the owl bear came from that pack of weird figurines I found and converted to the FRPG monster roster. There might have been another, but I can't recall all the critters in that mix :confused:

Christmas cheer,
Gary

Mark CMG

Tuesday, 20th December, 2005, 10:22 PM

:) Happy Holidays, Poppa G! :)

Col_Pladoh

Tuesday, 20th December, 2005, 10:34 PM

Quote:

Originally Posted by **Mark CMG**

:) Happy Holidays, Poppa G! :)

Yuletide Salutations Mark!

We will have a relatively quiet Christmas Eve at the home of Joe & Marie Martin-the syndicated cartoonist chap that does so many different strips that he's listed in the *Guinness Book of Records*. Christmas Eve is wife Gail's birthday anniversary, so we'll be with about 20 people for the dual celebration.

Most of the children and grandchildren won't be able to make a dinner on Christmas Day, so likely only three, or maybe six persons will be at our place then. A day of rest is not bad :lol:

Christmas cheer,
Gary

ragboy

Tuesday, 20th December, 2005, 11:03 PM

Quote:

Originally Posted by **Col_Pladoh**

In addition to the rust monster and the bulette the owl bear came from that pack of weird figurines I found and converted to the FRPG monster roster. There might have been another, but I can't recall all the critters in that mix :confused:

I had that set long before I played D&D... Imagine my surprise when I saw the "bulette" in the MM and went digging through my old toys and there it was along with the Rust Monster, and like you said... seemed like there was another one...

dcas

Wednesday, 21st December, 2005, 12:25 AM

Quote:

Originally Posted by **Col_Pladoh**

Most of the children and grandchildren won't be able to make a dinner on Christmas Day, so likely only three, or maybe six persons will be at our place then. A day of rest is not bad :lol:

It is Sunday, after all. :)

dcas

Wednesday, 21st December, 2005, 12:26 AM

Quote:

Originally Posted by **Seeker95**

At the same time, my "New Year" begins in March, not January.

Ah! At last another person who celebrates Lady Day! :)



Gary Gygax Q&A, Part IX

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DemLep

Wednesday, 21st December, 2005, 07:56 AM

Hello,

Let me start off by saying it is cool to see that you actually spend time answering peoples questions.

Now on to my question. I have researched about D&D for a while, a read much about how it got started and evolved into what it is. I heard it all started from two pages of rules for minitures and I was wondering if you still had them and what they were?

Thanks and Merry Christmas,
DemLep

Jdvn1

Wednesday, 21st December, 2005, 09:26 AM

Hey there, Gary! Happy Holidays!

What traditions do you have this time of year? Are there any gifts you hoping on getting?

:)

Col_Pladoh

Wednesday, 21st December, 2005, 03:51 PM

Quote:

*Originally Posted by **dcas***

Ah! At last another person who celebrates Lady Day! ;)

Yuletide Greetings!

"Lady Day" is Billy Holiday in my book :cool:

Christmas cheer,
Gary

mordelack

Wednesday, 21st December, 2005, 11:37 PM

Gary,

How you been sir? I have been trying to email you but all the messages are returning undelivered.

Were you able to get the package i sent via snail mail?

Kerry

haakon1

Thursday, 22nd December, 2005, 07:09 AM

Quote:

*Originally Posted by **Seeker95***

*Regardless of where *your* faith is placed, have a Merry Christmastime anyway.
And whenever your calendar begins, Happy Gregorian New Year to you!*

You'd better copyright that before Wal-Mart steals it for their ads! ;)

Seriously, it's nice, so many happy returns of the . . . general time of year!

haakon1

Thursday, 22nd December, 2005, 07:16 AM

Quote:

*Originally Posted by **Col_Pladoh***

In addition to the rust monster and the bulette the owl bear came from that pack of weird figurines I found and converted to the FRPG monster roster. There might have been another, but I can't recall all the critters in that mix :confused:

Christmas cheer,
Gary

Christmasy thoughts of plastic dinosaurs past . . .

Hmm, the owl bear looks like the plastic giant sloth I had, standing up in a sort of hugging position.

Thinking rust monster + plastic dinosaur makes me think of the one that was like a turtle, with a club for a tail. But I doubt I'm right on that one.

I'd be amazed if you can remember the specifics of all that!

Col_Pladoh

Thursday, 22nd December, 2005, 04:09 PM

Quote:

*Originally Posted by **mordelack***

Gary,

How you been sir? I have been trying to email you but all the messages are returning undelivered.

Were you able to get the package i sent via snail mail?

Kerry

Christmas Blessings Kerry!

The book arrived safe and sound the other day. Are you emailing me at the proper addy? I got over 100 messages this AM :\

ggygax@genevaonline.com

Yuletide best,
Gary

Col_Pladoh

Thursday, 22nd December, 2005, 04:11 PM

Quote:

*Originally Posted by **haakon1***

Christmasy thoughts of plastic dinosaurs past . . .

Hmm, the owl bear looks like the plastic giant sloth I had, standing up in a sort of hugging position.

Thinking rust monster + plastic dinosaur makes me think of the one that was like a turtle, with a club for a tail. But I doubt I'm right on that one.

I'd be amazed if you can remember the specifics of all that!

Christmas Blessings!

there might have been something skin to an ankylosaurus in the pack of monsters. Blamed is I can remember :confused:

Yuletide best,
Gary

haakon1

Thursday, 22nd December, 2005, 08:29 PM

Quote:

*Originally Posted by **Col_Pladoh***

Christmas Blessings!

there might have been something skin to an ankylosaurus in the pack of monsters. Blamed is I can remember :confused:

Yuletide best,
Gary

You're used to being blamed. I just had lunch with an old friend who was telling me when he was growing up and wanted to do D&D, he told his parents it was a storytelling and imagination game, about fighting evil, and they said, "You're sure it's not that evil devil game?" He said it wasn't, so they got it. :)

I wonder if the stegasaurus is in the MM? I'll have to go look. I'm sure there's no illustration of it, because that I'd remember.

StupidSmurf

Thursday, 22nd December, 2005, 08:45 PM

Quote:

Originally Posted by **Col_Pladoh**

Christmas Blessings!

there might have been something skin to an ankylosaurus in the pack of monsters. Blamed is I can remember :confused:

Yuletide best,
Gary

Hi Gary!
Just wanted to pass on to you a Merry Christmas, Happy New Year, and God Bless!

-JT

Quasqueton

Thursday, 22nd December, 2005, 08:52 PM

Mr. Gygax,

I've got a question based on two observations about AD&D1.

1- In looking back through some old official D&D adventure modules, I see the treasure awards were usually very high -- many thousands of gp worth of treasure (not counting magic items).

2- The AD&D1 rules called for some pretty hefty training costs to level up.

My question:

Which came first? Was the confiscatory training costs an answer to strip away all that treasure given in the adventure modules, or was the level of treasure given in adventure modules increased to cover the cost of training?

Thanks, and Merry Christmas.

Quasqueton

Col_Pladoh

Thursday, 22nd December, 2005, 10:21 PM

Quote:

Originally Posted by **haakon1**

You're used to being blamed. I just had lunch with an old friend who was telling me when he was growing up and wanted to do D&D, he told his parents it was a storytelling and imagination game, about fighting evil, and they said, "You're sure it's not that evil devil game?" He said it wasn't, so they got it. :)

I wonder if the stegasaurus is in the MM? I'll have to go look. I'm sure there's no illustration of it, because that I'd remember.

Yuletide Felicitations:)

Story-creating game is believable. Story-telling the RPG is not, for that's the role of fiction authors :lol:

As for stegasaurs, I used a plastic model of one to create what was likely the first miniature figurine for table-top fantasy gaming. Two of the tail spikes became horns, and wire and auto body putty extended the tail, gave it a nasty barbed point too. Cardboard wings of bat-like sort completed the basic form, and then I painted it in shades of red save for an underbelly that faded from orange to yellow. The latter I studded with sparkle "gems" ala Smaug, and the gamers loved it's appearance, feared it's 9" long cone of fiery breath (made from red bond paper).

Christmas cheer,
Gary

Col_Pladoh

Thursday, 22nd December, 2005, 10:23 PM

Quote:

Originally Posted by **StupidSmurf**

Hi Gary!

Just wanted to pass on to you a Merry Christmas, Happy New Year, and God Bless!

-JT

Thanks so very much:)

A Merry Christmas and Prosperous New Year to You and All!

Yuletide best,
Gary

Col_Pladoh

Thursday, 22nd December, 2005, 10:27 PM

Quote:

Originally Posted by **Quasqueton**

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Which came first? Was the confiscatory training costs an answer to strip away all that treasure given in the adventure modules, or was the level of treasure given in adventure modules increased to cover the cost of training?

Thanks, and Merry Christmas.

Quasqueton

Yuletide Salutations Quasqueton:)

Gaining lots of treasure is something I always favored. To keep it moving I encouraged players to have their PCs hire many retainers, troops, build a castle, etc. When that failed to keep them seeking more wealth the training costs and other cash-draining devices were added into the game.

Christmas cheer,
Gary

gideon_thorne

Thursday, 22nd December, 2005, 10:35 PM

My dad and I used to spend much time with wire mesh and paper mache, sand and glue, and much model railroading tree's and such to put together many a diorama. At the time I was more into the war gaming miniatures and had scads of WWII soldiers from various nations. Easier to come by these days, but somehow much more fun back then.

Most of those around at the time were into large scale war games of all sorts.

Paper and dice just seemed a logical extension of a hobby I was already in for nearly as long as I remember. :)

Quote:

Originally Posted by **Col_Pladoh**

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Christmas cheer,
Gary

Col_Pladoh

Thursday, 22nd December, 2005, 11:08 PM

Quote:

Originally Posted by **gideon_thorne**

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Most of those around at the time were into large scale war games of all sorts.

Paper and dice just seemed a logical extension of a hobby I was already in for nearly as long as I remember. :)

Happy Christmas Peter:)

Yes indeed! We used a lot of model railroad scenics on the old sand table, including LifeLike grass to complete the setting. Tops from spray cans and the plastic covers of MiniTanks could be used to make excellent bunkers, the guns from scrapped miniatures such as the M10/M36 or artillery pieces. Cottage cheese carton tops were used to cut pieces from to make welded armor plate additions to M4s, while sandbags of auto body putty and track pieces cut off scrap AVFs added to the extra armor. I had several M36B1 I converted using M4 hulls and M36 turrets, and several of my M8s has nylon stocking "wire mesh" over their open turrets.

My favorite conversion, though, was my Duke of Brunswick command figure for Napoleonic miniatures. I used a Scruby "Mounted Prussian Officer" figure, painted it up in black, gave him a chest full of medals and a monacle, then added a piece of Airfix plastic sprue to his raised hand, As it was pinkish-brown, and I painted a yellow band around it, the appearance was like that of a giant Oscar Meyet braunschweiger

sausage. When he advanced ahead of the Brunswick troops I played the Oscar Meyer "ta-da-de-da" on a little plastic "weenie whistle"--those being given out as promotion back in the 60s.

Oddly enough, the "serious" Napoleonics buffs found that offensive :uhoh:

:lol:
Yuletide best wishes,
Gary

gideon_thorne

Thursday, 22nd December, 2005, 11:14 PM

chuckles Quite by accident my dad and I discovered a process that makes a very neat looking burned out building. Towit any kind of aerosol spray of a dark colour sprayed on stirofoam buildings. The burned and disolved look was rather realistic. :)

There is a friend of ours, Charlie Lemmons, that works in the Fort Knox museum who had seemingly hundreds of thousands of the tiny 1/4th inch high wargaming mini's. I recall visiting his house where he had a wall covered in shelves full of those things. Mostly 'napoleonic' war in scope.

I never could take the 'serious' buff's seriously. Not with all those brightly painted toys to play with.

Merry Christmas :)

Quote:

Originally Posted by **Col_Pladoh**

Happy Christmas Peter:)

Yes indeed! We used a lot of model railroad scenics on the old sand table, including LifeLike grass to complete the setting. Tops from spray cans and the plastic covers of MiniTanks could be used to make excellent bunkers, the guns from scrapped miniatures such as the M10/M36 or artillery pieces. Cottage cheese carton tops were used to cut pieces from to make welded armor plate additions to M4s, while sandbags of auto body putty and track pieces cut off scrap AVFs added to the extra armor. I had several M36B1 I converted using M4 hulls and M36 turrets, and several of my M8s has nylon stocking "wire mesh" over their open turrets.

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Oddly enough, the "serious" Napoleonics buffs found that offensive :uhoh:

*:lol:
Yuletide best wishes,
Gary*

Col_Pladoh

Thursday, 22nd December, 2005, 11:25 PM

Quote:

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I never could take the 'serious' buff's seriously. Not with all those brightly painted toys to play with.

Merry Christmas :)

Heh, and Happy Holidays:)

The Airfix, I think, "Houses under Construction" set made excellent destroyed buildings when a soldering iron and some black spray paint were applied to them.

I learned about styrofoam (sp.?) melting quite by accident, but we used it only for hills and ridges.

As for the serious miniatures types, they surely didn't like it when I called the games "playing with toy soldiers," but they couldn't ever take a joe well anyway... :eek:

Yuletide best wishes,
Gary

Joël of the FoS

Friday, 23rd December, 2005, 01:34 PM

Hey!

Merry Xmas, and I wish your holidays to be free of cheap beers :)

Gray Mouser

Friday, 23rd December, 2005, 03:40 PM

Greetings Colonel. I hope the Christmas season finds you well.

I have a question on how you envision the differences in behavior of demons and devils, specifically regarding the behavior of major types of these creatures staging forays into the Prime Material plane. Seeing as how demons are Chaotic in nature I can easily envision a demon prince "invading" the Prime Material plane on his own initiative.

Devils, however, are Lawful and I get the feeling from what you wrote about them in ther MM and MM II that their hierarchical organization would frown on such independence (to say the least). Would an undertaking such as having Dispaters followers on the Prime Material plane launch an attack on a religious order of good need to be OK'ed by Asmodeus, for example, or, since he's an Arch-Devil would something like this be left to his own devices (unless, of course, it met with serious problems or failure)? Also, since Dispaters is, according to the MM II, an ally of Mephistopheles, do you have any thoughts on how that dynamic would play out?

IMC, Dispaters has a history of conflict with one of the good lesser gods and suffered a particularly stinging defeat at his hands in the distant past. My thought is to have the encounters with his followers my PC's are having turn out to be something of a vanguard for an attack on the followers of said good god and/or his followers with the possibility of the PCs ending up in Dis at some point or perhaps even encountering Dispaters on the Prime Material plane. Your thoughts on the possibility of each of these actions in light of the Lawful nature of the devils and their hierarchical organization would be most appreciated.

Merry Christmas.

Gray Mouser

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Col_Pladoh

Friday, 23rd December, 2005, 04:19 PM

Quote:

*Originally Posted by Joël of the FoS**Hey!**Merry Xmas, and I wish your holidays to be free of cheap beers :)**Joël*

Yuletide Salutations:)

Now that is a most generous ho9liday wish, and one that my wife assures won't happen when she picks up New Glarus brews at the store!

Merry Christmas,
Gary

Col_Pladoh

Friday, 23rd December, 2005, 04:26 PM

Yuletide Felicitations Gray Mouser:)

You have the differences between demons and devils I envisaged well in hand.

Demons are also unpredictable, not prone to follow instructions save through fear and force. A major one might well not cause death and desituction, but rather do something wealsome on a whim...or be exceptionally cruel.

Devils are far more predictable and orderly in their evil activities. Of course they too are subject to force and fear, but they need not be supervised continually to be assured of their acting as instructed, because their own nature is regimentation and obedience to those more powerful and malicious.

Christmas best wishes,
Gary

Orius

Sunday, 25th December, 2005, 02:11 AM

Quote:

*Originally Posted by Gray Mouser**Devils, however, are Lawful and I get the feeling from what you wrote about them in ther MM and MM II that their hierarchical organization would frown on such independence (to say the least). Would an undertaking such as having Dispater's followers on the Prime Material plane launch an attack on a religious order of good need to be OK'ed by Asmodeus, for example, or, since he's an Arch-Devil would something like this be left to his own devices (unless, of course, it met with serious problems or failure)? Also, since Dispater is, according to the MM II, an ally of Mephistopheles, do you have any thoughts on how that dynamic would play out?*

OTOH, even though they are lawful, they're always scheming among each other for power and position. I see nothing wrong with them acting independantly for their own advantage. Also, Asmodeus probably doesn't mind seeing Dispater, Mephistopheles, and the rest fighting among among themselves, because they're not fighting against him.

BOZ

Sunday, 25th December, 2005, 06:54 PM

infighting among the devils is probably rare insofaras combat-type encounters; their infighting probably involves a lot more espionage, subterfuge, sabotage, and diplomacy. :)

Col_Pladoh

Sunday, 25th December, 2005, 07:01 PM

Quote:

*Originally Posted by BOZ**infighting among the devils is probably rare insofaras combat-type encounters; their infighting probably involves a lot more espionage, subterfuge, sabotage, and diplomacy. :)*

Christmas Day Felicitations:)

Just so, Boz!

Plotting and intrigue, machinations to discredit one above so as to move up in the hierarchy, but don't get caught!

yuletide best wishes,
Gary

BOZ

Tuesday, 27th December, 2005, 03:41 AM

thanks gary - my holiday weekend turned out [a lot better than i expected](#) . :)

Col_Pladoh

Tuesday, 27th December, 2005, 11:09 PM

Quote:

*Originally Posted by **BOZ***

thanks gary - my holiday weekend turned out [a lot better than i expected](#) . :)

Durn!

I was totally unaware that your wife wasn't well. Surley great that she made it out of hospital and was home for Christmas--for her, you, and those lovely kinder:)

My prayers for her full recovery.

Happy New Year,
Gary

Rakin

Wednesday, 28th December, 2005, 12:39 AM

C&C Casting Time

Hi Gary (or anyone else),

I just recently purchased what I needed to play the C&C RPG game and let me tell you I'm somewhat excited to dive into it for it seems far better than that other table top game that will go unmentioned, that I currently play. I just have one question for all you gods among tabletop RPG's, how do you handle spells that are CT 1 (1 round to cast). PLaces in the book it mentions interrupting these spells with damage and the such but the books make it sound like the spell should be announced and go off at the same time (the init. roll of the caster) Ive left a post on the Troll forums asking a few opinions and at best I got back a few ways to handle this. I have an idea on what I want to do, but I wanted to know what the best of the best is going to do. Thanks in advance. :D

Col_Pladoh

Wednesday, 28th December, 2005, 10:12 PM

Quote:

*Originally Posted by **Rakin***

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Howdy!

I parsonally handle spell casting in the C&C game as I did in OAD&D.

How about you setting forth your proposed mechanics for comment?

Happy New Year,
Gary

Col_Pladoh

Wednesday, 28th December, 2005, 10:14 PM

Quote:

*Originally Posted by **Rakin***

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Howdy!

I personally handle spell-casting in C&C the same way I did in OAD&D.

How about setting forth the mechanics you wish to use?

Happy New Year,
Gary

Rakin

Thursday, 29th December, 2005, 01:16 AM

Sure Gary,

Just to let you know I fell in love with AD&D spellcasting and I prefer that over any other system I've seen. The plan I'm planning on using is as close to AD&D as I could get without any major conversions (unless I'm wrong, which wouldn't be the first time).

I plan on having the spell caster announce their spell on their turn, since most spells in C&C are CT1 I plan on having the spell "go off" either the same init that the spell was announced on the next round or on the spellcaster's rolled init on the next round. (I feel I can do this guilt free since the casting time is 1 round and 5 on this round to 5 on the next is in my logic one round).

My reasoning behind this is because I feel if you're going to give casters all this power to change reality, I feel they should have to earn it with smarts and planning in advance. I also enjoy the idea of the spell going off on their init roll of the next round to heighten suspense and fear of losing the spell, that would make that init roll very important and I don't think a tabletop RPG game is successful unless people are holding their breath during a few dice rolls. Then of course I would allow the spellcaster to have a full turn on the round a spell went off.

The only other way I would want to handle this is to go and buy an AD&D PHB and use the casting times from there, which is VERY tempting to me. :D

The way I've been offered but don't like much, in theory anyway, is have everyone announce that they are casting before the round is even started and if the spellcaster receives dmg before their init they don't get to act, I feel that takes too much from the element of surprise and as a DM or CK :p, in order to have a little fun myself I want to be surprised by the actions of my players. Also a lot can happen between the beginning of a round and a mage's turn and if they rolled badly, I don't like the idea of a spellcaster being stuck with "I'm casting a spell" if something dramatic happens, especially on the first round of the battle.

khylon1144

Sunday, 28th January, 2007, 08:22 AM

Grandfather of Assassins

Gary,

I don't know what the likelihood of a response is, but I am curious about a matter concerning world design and thought a consult with one of the masters would be wise.

How badass should a world's Grandfather of Assassins be? Should they be tough but beatable in case of PC assassins aspiring to that rank? Or is a mortal just shy of being a demigod about right?

I ask because I had a concept for my own world's grandfather of assassins. It's under 1st edition AD&D rules, although bent to take some house concepts into account. The character is human in origin but has been exposed to several magical pools which exist on my world and are available to PCs that can find them. They have granted him exceptional power (attributes improved permanently as if by massive number of wishes by 3d4) and long life (reset physical age to young adulthood (around 16 for humans by my world's definitions) and subsequent aging at a slowed one for ten rate (including magical aging (but still with a chance of instant death for magical aging))). He has used this power and long life to dual-class in a major way (Assassin 15/ Wizard 29/ Fighter 30). Seeing the stats spelled out like that he looks like at least as much of an unholy powerful DMPC as Elminster.

I have one other question: who do I thank for the nomenclature of polearms appendix in Unearthed Arcana? I found it very useful for my game. I came in at 2nd edition where most of those polearms were in the rulebook but had so little description I found them hard to visualize.

I have said it before but let me say it again: thank you for a wonderful game and the many years of entertainment I have derived from it.

Thanks,
JustiN

BOZ

Friday, 2nd February, 2007, 06:01 AM

gary is semi-back! :)

king_ghidorah

Friday, 14th September, 2007, 07:25 AM

Hi, Gary,

In a fit of nostalgia, I unpacked my copy of the original 3-booklet boxed set and found a reference in book I (Men and Magic), page 10 under the ability section that stated:

"Clerics can use strength on a 3 for basis in their prime requisite area (wisdom), for purposes of gaining experience only." Likewise, there is a comment under Intelligence that "Both fighters and Clerics can use it in their prime requisite areas... on a 2 for 1 basis." Similar comments are made about wisdom for fighting men (counting 3 for 1) and magic users (2 for 1).

What the heck does that mean? That, for instance, clerics can add Wisdom + 1/3 of their Strength to determine their experience bonus? Or am I misreading this?

I think this ma be the wrong thread. we have movedo nt ol believe ask Gary XIII. You probably wont get an answer here.

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